ZERO



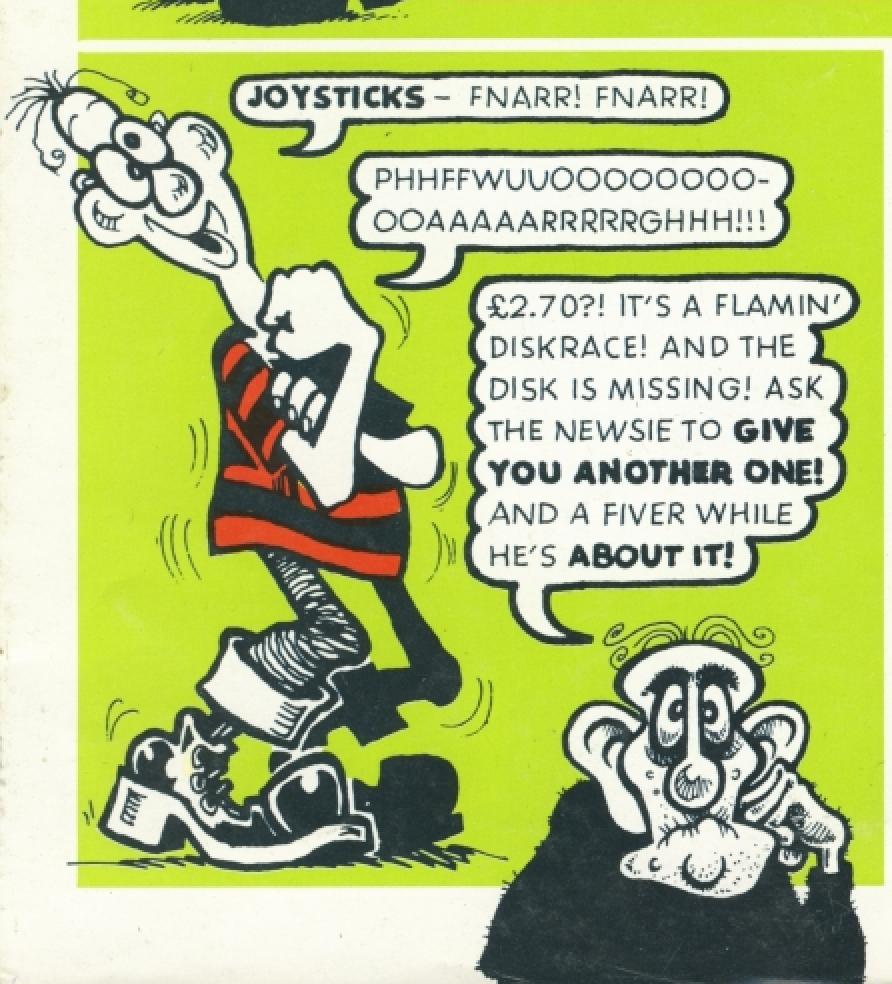
GAMES | ST | AMIGA | PC | CONSOLES | JANUARY ISSUE | £2.70 WITH DISK

EXPOSED IN THIS ISSUE

KNIGHTS OF THE SKY ★ LINE OF FIRE ★ CHASE HQ II ★ SUPER MONACO G.P. ★ Z-OUT ★ ROBOCOP 2 ★ HUNTER ★ LEMMINGS ★ OBITUS



THE GAME – NAKED FILTH







TIPS OOT FOR THE LADS

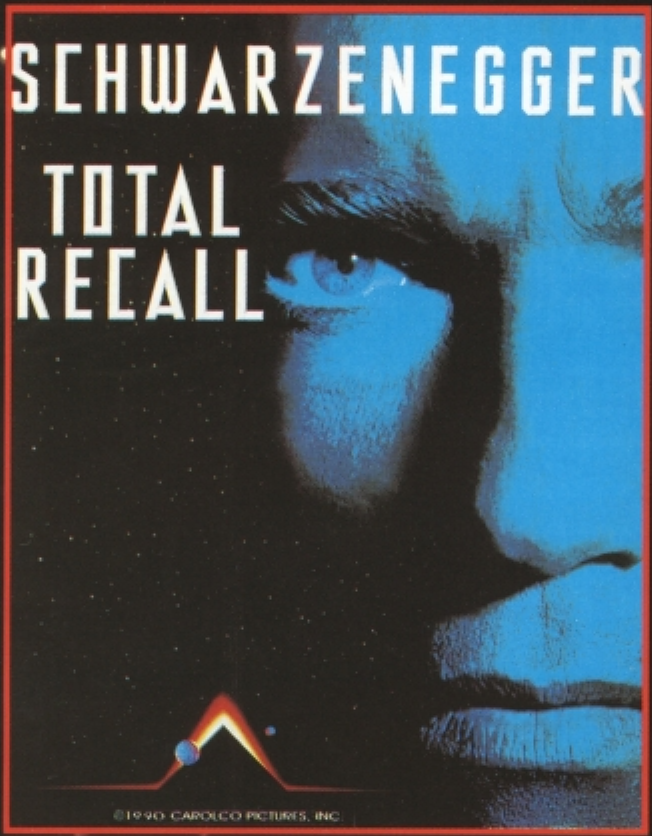
★ THE IMMORTAL
★ CORPORATION

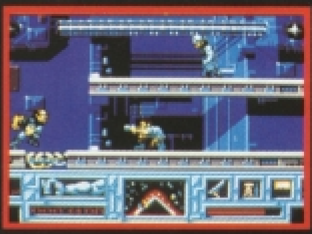
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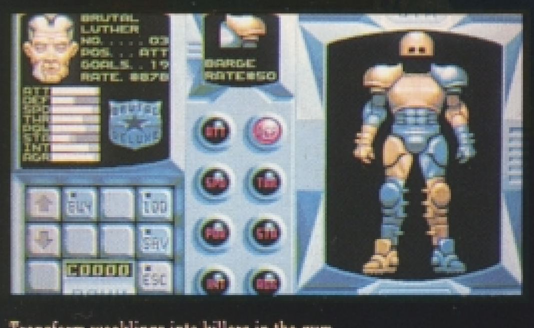
SPEEDBALL 2

BRUTAL DELUXE

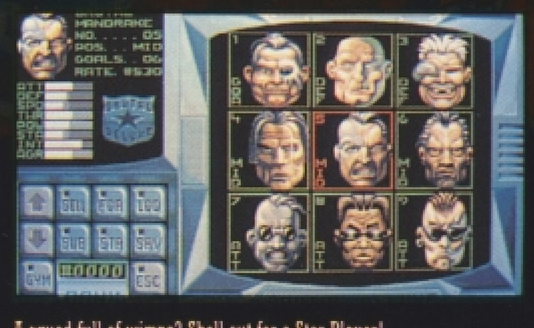


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IMAGE WORKS

ZERO 15



What a bright pair of Y-fronts, eh readers? Page 23



Coming to a chimney near you soon... Page 87

9 OI!
Editor in six-in-a-bed **Frank Bough**-type **orgy** shock! Read on for more **steamy** sex scandals*

13 PREVIEWS
More sex and shots of famous peoples' **cleavage** as they leave night clubs at five in the morning, alongside unflattering **full frontal** shots of tarted up starlets.*

20 COVER DISK
Fnar! Fnurk! Chuff! Honk! Parp! It's all the your favourite farting **Viz** stars, guest starring on the cover **dick** – I mean disk (fnuk fnuk).

23 UNDER WRAPS
The **new Viz** game. Phroar! **Skonk!** Chuff! Honk! Gnar! Pnurp! etc. etc.

27 LETTERS
The **serious** letters page. Madge from Hull writes about how she hasn't be able to say 'xylophone' since her **operation.**

28 COMPETITION
Those very nice wine-swilling **French** people UbiSoft have put a **'mound-ten bike'** up for grabs.

30 UNDERWRAPS
It's Ayrton Senna! It's Mansell! It's Senna! Mansell! Senna! Um, it's Jonathan Davies and **Super Monaco GP** actually.

34 FEATURE
Making **magazines**? Formulating **fanzines**? **Flick** to this feature on **DIY DTP** then.

41 REVIEWS
"It's **Christmas** time/The contributors are getting **fat**/Please put a penny in the freelancer's hat/If the **vicar** comes along/ Hurry up and put them on." *(Eh? Ed.)*

51 UNDER WRAPS
Another gift-wrapped game – **Obitus**.

66 UNDER WRAPS
Blimey, you readers are getting loads of **pressies**. Here's **Hunter** from Activision.

70 COMPETITION
Oops Upside your head and win a **CD Ghetto Blaster!**

78 COMPETITION
Sega Claus has squeezed down the chimney, with a sack full of **Mega Drives** and games **goodies.**

81 DOSH EATERS
Is that a bag of **small change** in your pocket, or are you just pleased to see me?

87 ADVENT CALENDAR
Count the days to **Chrimble** with this customised ZERO **vegetable strainer**! *(Er, that's a collander. Ed.)*

92 CRYSTAL TIPS*
*And Alistair. **The Immortal** and **Corporation** tips. Plus the shandiest **Gutless Gully** since Dr E. Hofman mixed lager and **lemonade** by accident in 1923 in Stockholm. Can U find it?

106 BUDGETS
What goes **cheap**, cheap, bang!? A re-released game in a **minefield!** *(Spew! Ed.)*

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Do you believe in Déjà Vu?



Robocop "gets it out" for the lads! Page 42

109 DÉJÀ VU
Do you believe in Déjà Vu?

110 ADVENTURES
You are standing in a small tunnel. Suddenly a gigantic mass of fur engulfs you. What now? >SHAVE BEARD

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Consoles are **happening.** Check out all the releases set to be gracing your TV sets this **Christmas.**

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ZERO on your **doormat** and a **free game** to boot! Get to it now!

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Men delivered to your door for a variety of **prices** (including P+P). That's Male Order.

*um... computer game news actually.

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Read this and weep – for joy...

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Oi!

AN OCEAN OF CHARITY



Benevolent publisher Ocean is to link up with *ChildLine* and include information on the charity in many of its top games. Inside big titles such as *Robocop 2, Total Recall, Narc* and *Pang* will be the *ChildLine* logo and information on how to use the service. Ocean's development manager Gary Bracey offered: "I think it's just a nice gesture and helps to get the message across to a wider audience.

EA DENY SPLIT

Electronic Arts has vehemently denied that it is splitting with top programming team Bullfrog – and has announced the future release of *Populous II* to emphasize the point.

The original *Populous* really put Bullfrog on the map and made it EA's hottest property. Last month, strong rumours suggested that the team was ready to join those other micro stars, the Bitmap Brothers, on a new label called Renegade. Now EA has insisted that Bullfrog is still very much part of its team and has announced it will be publishing Bullfrog's most eagerly awaited sequel next spring.



ATARI CONSOLE THEMSELVES

Atari is lining up to unveil a new ST-based super console at the Las Vegas CES in January. Code-named The Panther, the machine will be cartridge based with graphics good enough to get pushers of the Mega Drive and Neo Geo trembling in their boots.

Some UK publishers already have development systems stashed away in their offices, but not one of them is willing to admit to anything just yet. A price tag of £199 is being mooted, and games will probably cost in the region of £20 each.



Atari is currently hunting out big name, coin-op title rights to support its Lynx handheld, and these would also come in handy for the new console. To make sure that there is a software base for the new system immediately, an adaptor that allows connection of a 3.5 inch drive is currently being developed. With switchable video modes, the console could then run existing ST software. Sources believe that the Panther is based on a 68000 chip with a speed of 12MHz, running 4,096 colours on screen from a palette of 16 million. UK distribution could well start as early as next summer...



ON THE GRAPEVINE

● Way back in June we treated you to a two page sneak preview of Mindscape's **Hard Drivin'** – er... sorry, that's **Skid Marks**. Last month we ZERO heroed Mindscape's **4-D Boxing**. What do these programs have in common? (Except for their publisher?) That's right, they're both on the same special new Mindscape 4-D Sports label. **4-D Sports Driving** (i.e. **Skid Marks**) and **4-D Sports Boxing** will be followed by **4-D Sports Tennis** which will appear in the new year. Just what is the fourth dimension – the fourth D? (A dimension of sound, a dimension of vision, deee doo deee doo deee doo deee doo...)

● Roger Dean, eh? What a boring, old, hippy git he is and no mistake. Back come all those nightmares of student dorm posters and *Yes* albums. Puke. Anyway, maybe Grapevine's feelings on this have started to filter through to the Scousers at Psygnosis, 'cos it has announced in a (brief) reprieve from dark and broody fantasy games, the unveiling of a much lighter, jolly side to its nature. First we've got the brilliant **Lemmings** (see the full ZERO review on page 58) and then, after Christmas, we'll be seeing **Cutey Poo**. This one similarly has you guiding herds of bouncy, cute fluff balls across a landscape whilst avoiding the nefarious Dr Mallet. All together now... Aaaaaaah (bleurgh!)

● There should be a lot of '2's figuring in titles coming out of Gremlin Graphics in the immediate future. Sheffield's finest has sequels in the pipeline for **Super Cars**, **Switchblade** and **Way Of The Tiger**.

● Krisalis, the company who brought you **Manchester United**, is hoping to exploit the success of this title – and also of the lifting of bans on English Clubs playing in Europe – with the release of **Manchester United European Version** which Rotherham's finest (hem hem) claims will be a totally different game to the original. Expect this to arrive around April time. Two other sports titles in the offing from Krisalis include **Jahangir Khan Squash Game** (scheduled for a May release) and its **John Barnes** licensed game in September.

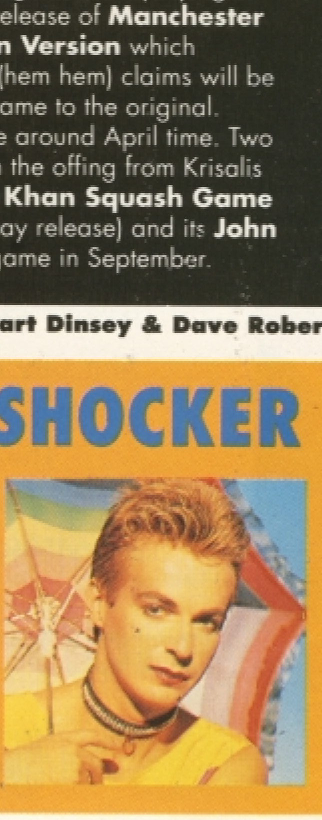
Oi compiled by Stuart Dinsey & Dave Roberts

MICROPROSE OFFER

£ Remember last month when we felt sorry for all you PC owners who couldn't benefit from our free cover-mounted disk? That's right, we offered you a voucher for five pounds off several MicroProse PC titles, didn't we? Er... the only problem was that we forgot to add a closing date to this magnanimous offer. So here it is... 31st December 1990. If you wish to save yourself a 'half a cock' then get your order in pronto.

CHEETAH'S GAY MATE SHOCKER

Ambitious British Joystick manufacturer Cheetah has launched the Gamate – a potential rival to Nintendo's Gameboy. It's around the same size but held horizontally and with a marginally bigger screen. The black and white hand held games machine actually sells for £59.99 – £10 cheaper than the Gameboy. Each Gamate comes with a free game, headphones and batteries. There are currently around six to eight titles available for the machine including *Mighty Tank, Bomb Blaster, Witty Axxx, Money Maze* and *Enchanted Bricks*. Cheetah hopes to have another dozen or so available soon. Titles will sell for £14.95.



This Christmas, there's a little bit of Commodore in all of us.

Excitement, adventure, daring, call it what you will. The fact remains there's a little bit of it in all of us. That's why you should give a Commodore computer some serious thought this Christmas.

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Of course, the Amiga 500, recently awarded European Computer of the Year, is still the most coveted computer for kids of all ages. The Amiga 500 takes you into a fantastic world



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"Now, let's see if I can . . ."

of graphics, animation and sound. It has the power to educate, entertain, inspire and stretch the imagination like no other.

This year, look out for our 'Class of the 90's – First Steps' pack with 512Kb of RAM Expansion and a whole range of educational software; Deluxe Paint II, Pro Write 2.5, Infofile, Music Mouse, Let's Spell at Home, Amiga Logo with Talking Turtle and BBC Emulator. 'Class of



The Commodore Amiga 500. Screen Gems – £399.99* First Steps – £599.99*

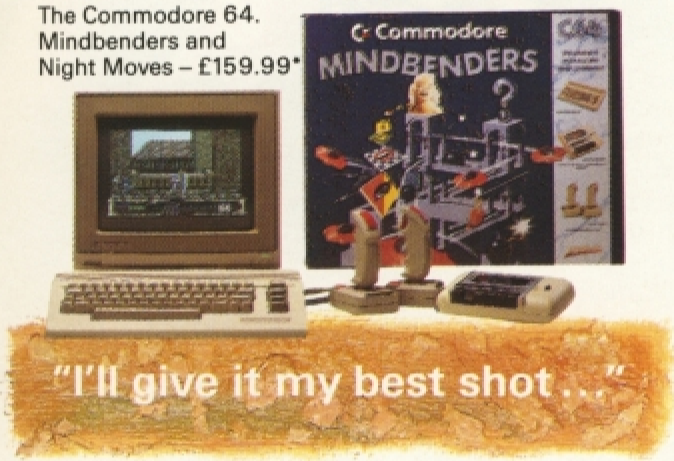
"Yes, I'm learning fast . . ."

the 90's' includes 10 free diskettes, mouse mat and introductory video. At just £599.99 it's a small price to help any child throughout their academic life.

And when class is over, there's our new Amiga 500 'Screen Gems' pack which includes Deluxe Paint II and four new challenges, each based on a blockbuster movie; Back to the Future II, Nightbreed, Shadow of the Beast II and the devastating Days of Thunder for only £399.99.

On the subject of fun and games, we present a totally new double pack for the C64, undoubtedly the world's favourite games computer. If brain-stretching tasks are your forte, choose 'Mindbenders' with Confuzion, Split Personalities and Trivial Pursuits. Or if it's pure escapism you prefer, there's 'Night Moves' with

The Commodore 64.
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Night Moves – £159.99*



the compelling Midnight Resistance, Nightbreed, Secret Agency Sly Spy and Shadow Warriors. The C64 computer comes with data cassette and two joysticks and is outstanding value at £159.99.

This Christmas, we are also proud to unveil the C64 Games System, a system built for one single purpose – having fun.

The C64 Games System is instant enjoyment for all the family and comes complete with annihilator joystick and four fun-filled games. When you've mastered Klax, International Soccer, Flimbo's Quest and Fiendish Freddy's Big Top, you can choose from another hundred. All this for under £100.

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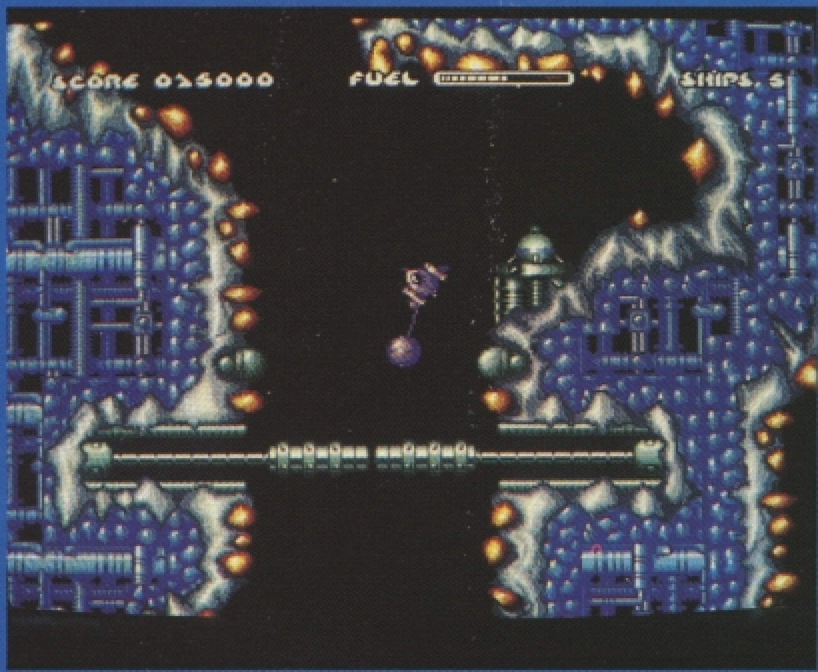
Telephone ______________________

Commodore

X/Ze/a

Time to start rustling your popcorn, settling down in your seat and wondering if you've got time to go to the loo before the main feature. It's preview time again; all the little bits before the big bits. Mind you, if that woman doesn't take her hat off, you're not going to see a thing.

ZARATHRUSTA



Owing more to the inspiration of classic game *Thrust* than Nietzsche or Strauss, *Zarathrusta* contains 50 levels of multi-directional scrolling. In order to launch a major offensive against the Empire, you must search planets for Klystron Pods. Once located, they must be hooked up by tractor beam and taken back to the waiting craft. This would be a piece of p.. p.. pecan pie if it weren't for the force of gravity. That Newton he had a lot to answer for, though not half as much as that Nietzsche.

● Available from Hewson in early 1991 on Amiga, price tba.

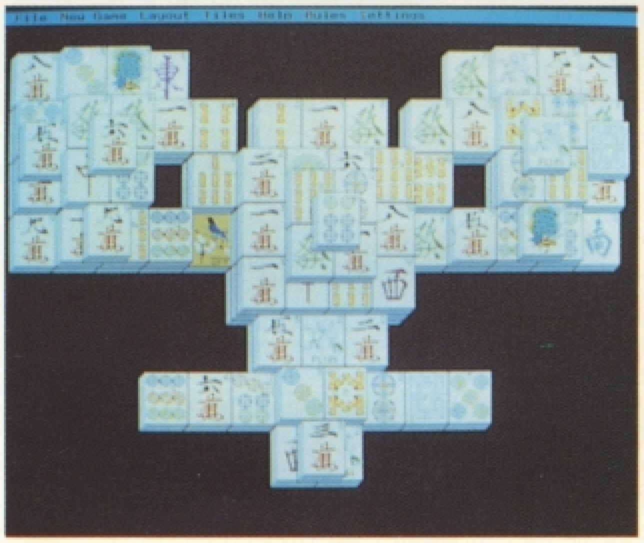
NAM



Most of us having been involved in a humiliating and rather immoral act would try to forget all about it. Not so the Americans with Vietnam; like a bad sore, they can't stop scratching it however much it hurts. Four years in development, *Nam* is a massive strategy game involving both political and military decisions. You can either attempt the whole campaign from 1965 to 1975 or take on one of the independent scenarios. These include such incidents as the Tet Offensive and the siege of Khe Sanh. Strangely there doesn't seem to be a "leave people alone to get on with their own lives without dropping napalm on them" scenario.

● Available from Domark in the New Year on PC, ST and Amiga, price tba.

SHANGHAI II: DRAGON'S EYE



If tiling is up your street then you might be able to drag yourself out of the bathroom to play this latest development in the Mah Jong style. It's decorated with animated end sequences based on the various animals which represent the years in the Chinese calendar. If you can master all that, then you can progress to Dragon's Eye: a game of placing and blocking. Then it's back to the bathroom for tiling, a game of pasting and bodging.

● Available from Activision in November on PC, priced £29.99.

ST CHART

1. **CAPTIVE** Mindscape
2. **TEAM YANKEE** Empire
3. **F-19 STEALTH FIGHTER** MicroProse
4. **THEIR FINEST HOUR** Lucasfilm/US Gold
5. **THE POWER PACK COMPILATION**/Beau Jolly
6. **MIND GAMES COMPILATION**/Beau Jolly
7. **MONTY PYTHON** Virgin
8. **GREMLINS 2** Elite
9. **HITCHHIKER'S GUIDE** Infocom/Mastertronic
10. **NITRO** Psygnosis

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street. London W1. Tel. 071-631 1234

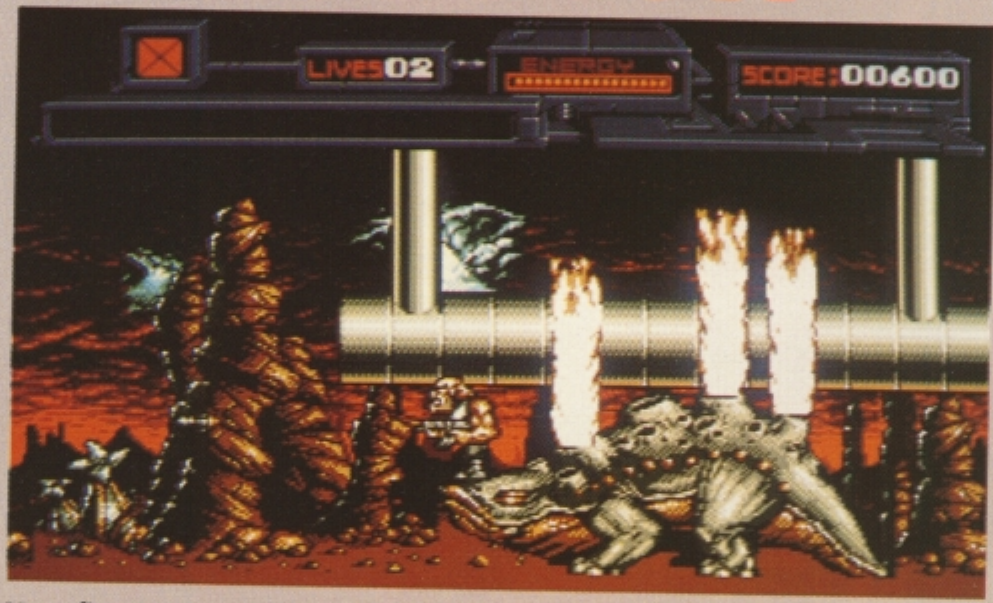
AMIGA

CHART

1. **INDIANAPOLIS 500** Electronic Arts
2. **SUPREMACY** Virgin
3. **CAPTIVE** Mindscape
4. **AWESOME** Psygnosis
5. **LOTUS ESPRIT TURBO CHALLENGE**/Gremlin
6. **THE IMMORTAL** Electronic Arts
7. **TEAM YANKEE** Empire
8. **F-19 STEALTH FIGHTER** MicroProse
9. **LEATHER GODDESSES...** Infocom/Mastertronic
10. **HITCHHIKER'S GUIDE** Infocom/Mastertronic

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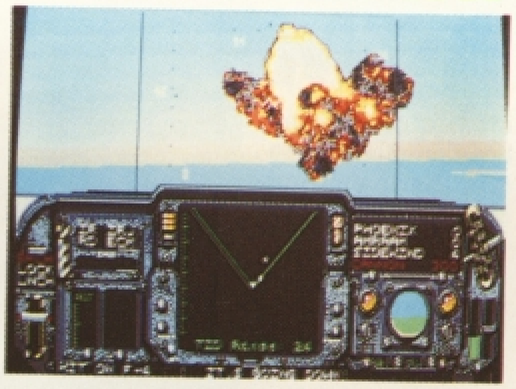
RUBICON



Your first instinct on hearing the name of Koala Island is probably to imagine beautiful, cuddly bears living in eucalyptan bliss; but that just goes to show how wrong your instincts can be. As the result of an accident in a Soviet powerplant, Koala Island is actually a radiation-drenched hell inhabited by terrifying mutants. To disarm these mutants, you'll need to find your way round eight levels with two solid layers of parallax scrolling. It all sounds very pretty but doesn't seem to have a lot to do with the river in Northern Italy crossed by Caesar in 49BC.

● Available from Hewson early next year on ST and Amiga, price tba.

F-14 TOMCAT



What goes brrrm, brrrm, eeeeeeeooow, whoops, splash? That's right, it's a member of the ZERO Flight School trying to take off from an aircraft carrier. This doesn't bode well for their chances in Activision's new flight sim. In order to progress to the 'Top Gun' Naval Fighter Weapons School, the budding pilot must fly tours of duty and prove their ability in air-to-air combat. Only after surviving dog fights against the Navy's finest will you be able to retire from Top Gun school as an instructor and sit around in bars wittering on about the good old days.

● Out now from Activision on PC at £29.99.

BATTLETECH II:
THE CRESCENT HAWK'S REVENGE



Erm... The Activision press release claims that Battlemechs are three feet tall. That might be enough to strike terror into the heart of a Diddy Man but is unlikely to send your average Royal Marine diving for cover. However, if – as we suspect – a Battlemech is in fact 30 feet tall, then he sounds a more serious proposition. He'll need to be if he's going to complete the 20 scenarios set on five different planets. Jason Youngblood's adventures span a period of 20 years (by which time he's presumably changed his name to Jason Oldblood) and a non-linear plot gives him multiple endings, so he's bound to be a big hit with the girls.

● Available now from Activision on PC, priced £29.99.

PANZA KICK BOXING

Fear not, this game does not pit you unarmed against a crack German tank brigade. It's much worse than that; you're pitted against a kick boxer whose idea of a friendly greeting is a double arpette to the upper tibia. There are eight computer opponents to give a good kicking to or if you're feeling really mean, you can have it out with a friend (oo-er) in two player mode. Whichever option you choose, the digitising of hours of kick boxing film promises to make the action smooth, realistic and very violent.

● Available from Futura/US Gold in January, price to be announced.







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*The PLUS range comes with the game 'Burnin Rubber' free on cartridge. Software subject to licence. Product subject to availability. RRP may change without notice. Amstrad, Amstrad 464 Plus and Amstrad 6128 Plus are trade marks of Amstrad plc. Available from selected branches of Adams World, Allders, Clydesdale, Comet, Currys, Dixons and other leading stores.

SIM CITY GRAPHICS

In *Sim City* you got to play the Mayor. Big flippin' deal, anyone can be a mayor, even Clint Eastwood. Well, he was Governor and that's a sort of Mayor. For the more ambitious there are now two graphics sets enabling you to give freer rein to your naked... er... ambition. *Set 1: Ancient Cities* plunges you back to either Ancient Asia, Medieval Times (wherever that is, perhaps they mean medieval Time Square) or the Wild West. For the more progressive gamesplayer, *Set 2: Future Cities* offers you a future American, European or Moon city to tamper with. The disks require the original *Sim City* game. At the time of writing, we're not sure how and when they'll be distributed over here in the UK.

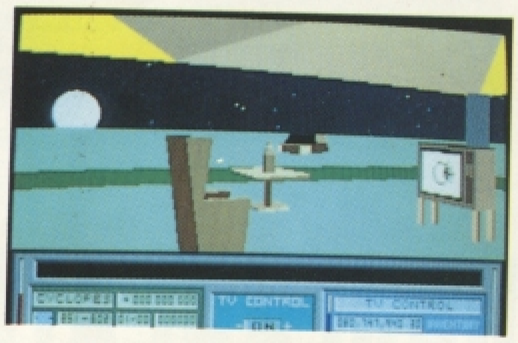
● Available from *Maxis* in the USA, UK release details still to be finalised.



DAMOCLES MISSION DISKS

Ha! So you think you're pretty much a hot shot at *Damocles* do you? Well programmer Paul Woakes reckons that there are plenty of features of the *Damocles* system that will remain undiscovered even after completion of the game. So what is he to do? Write a long book describing in great detail all the bits you missed? Or should he release a couple of Mission Disks which set new problems and unveil new elements of *Damocles*? Well, as his word processor's on the blink, Paul has opted for the latter. So now all those of you who keep ringing up with complete solutions can get ready for parts 2 and 3.

● Available from Novagen on ST and Amiga priced £19.99. *Mission Disk I* – out now, *Mission Disk II* – available January.



NINJA REMIX



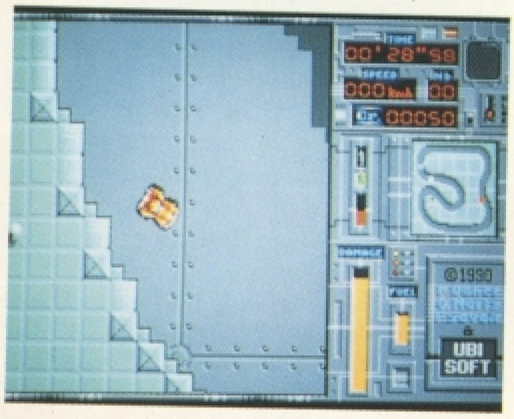
Ninjas go acid, 12" and reeaallly crucial. *Ninja Remix* is the Manchester version of *Last Ninja* including more samples, more colours and... sorry, that's a bit of a lie. *Ninja Remix* is a revamped Ninja game and a teaser for the soon to be released *Last Ninja III*. The action is set on the beautiful yet dangerous island of Lin Fen. You must battle your way from the Wastelands to the Inner Sanctum of the palace of Lin Fen. Six locations in all and none of them likely to win awards as picnic sights. If you enjoyed *Last Ninja II*, want more of the same but with different puzzles and locations, improved sprite control, enhanced graphics and a whole lot more danger, then this could be right up your pagoda.

● Available from System 3 in early December on ST and Amiga, priced £24.99.

JUPITER'S MASTERDRIVE

Racing large, mechanical vehicles round a track at great speed is fun and exciting. However, it does have one drawback. It's rather... erm... dangerous. Not if you play *Masterdrive* though, because you pilot your ship from the safety of a Control Base. The racing takes place over 18 circuits on 9 different locations (or moons). If you miss the danger of actually being in your ship, then it's always possible to select the two player option and play against your rather large violent friend from Glasgow.

● Available in January from UbiSoft, priced £19.99 on ST and £24.99 on Amiga.



CHART

1. **TEST DRIVE III** – Accolade
2. **SILENT SERVICE II** – MicroProse
3. **MIDWINTER** – MicroProse
4. **FLIGHT SIMULATOR 4** – Microsoft
5. **OPERATION STEALTH** – Delphine/US Gold
6. **MONKEY ISLAND** – Lucasfilm/US Gold
7. **LEGEND OF FAERGHAIL** – Rainbow Arts
8. **MONTY PYTHON** – Virgin
9. **LEATHER GODDESSES...** – Infocom/Mastertronic
10. **HITCHHIKER'S GUIDE** – Infocom/Mastertronic

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street. London. Tel. 071-631 1234

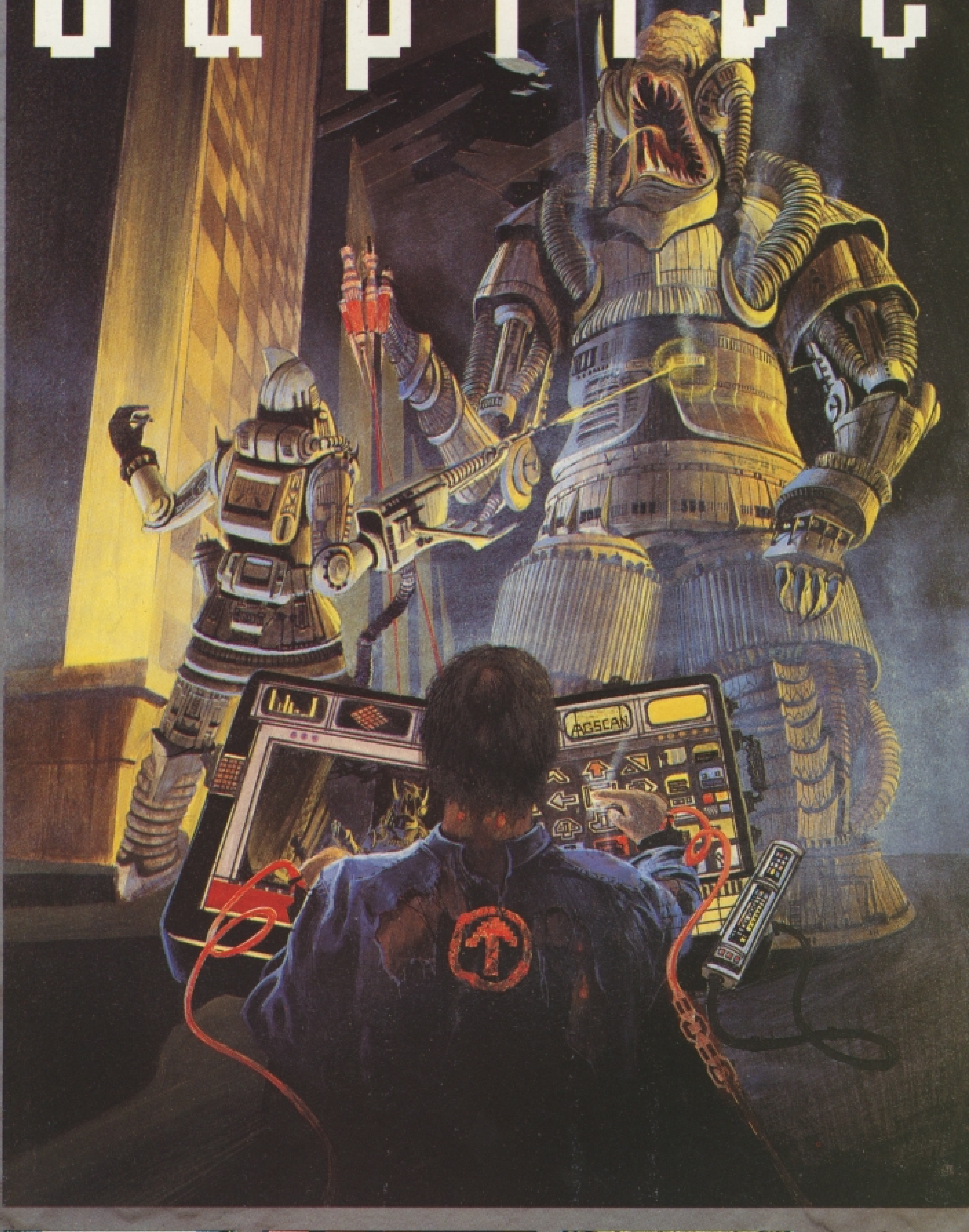
ADVANCED DESTROYER SIMULATOR



The problem of a life on the ocean wave is making sure that you stay on the waves rather than ending up below them. This was particularly difficult during the grim, dark days of 1940. (They didn't have fluorescent tubes in those days.) As well as the usual maritime hazards such as icebergs, rocks and too much Olde Socks Naval Rum, you must contend with U-Boats and marauding aircraft. All this danger can be studied from a gun-port view, through binoculars and a view from the bridge. Sadly there's no view from under the covers, just 15 levels of water-logged danger.

● Available from Futura/US Gold in January on Amiga, ST and PC, price tba.

Captive©



The quest for freedom!

When you can't remember who you are, where you are and even what year it is, then you know trouble cannot be too far away...

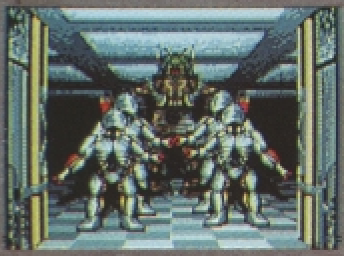
*Held **Captive** for two hundred years in an orbiting space prison for a crime you didn't commit, you are desperate to escape from your electronic gaol.*

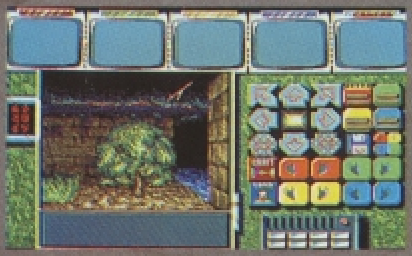
Armed only with a briefcase computer found in the corner of your cell, you start sending out electronic SOS calls to the battling world outside.

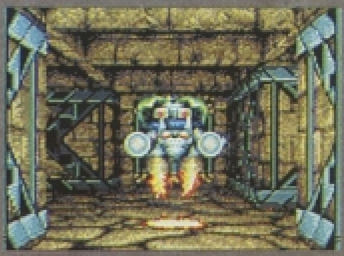
Eventually you find a motley crew of four droids ready to help bring about your escape..

..so begins your quest for freedom!

MINDSCAPE INTERNATIONAL







Actual screen shots

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FLIGHT OF THE INTRUDER™



Flight Of The Intruder takes you into the deadliest air combat environment the world has ever known – the skies above North Vietnam.

In 1972, the USAF launched Operation Linebacker. US forces and their South Vietnamese allies are locked in a life and death struggle with the fanatical North Vietnamese Army. You must stem the tide of the North Vietnamese offensive by cutting its vital lifeline to its front line troops.

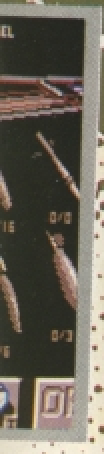
From the US Carriers in the Gulf of Tonkin on "Yankee Station", you must attack a variety of installations defended by surface to air missiles and the MiG fighters of the skillful and determined North Vietnamese Air Force.

Only team work will get you back alive. The "IRON HAND" flights must destroy or suppress the surface to air missiles whilst Combat Air Patrol aircraft circle high above the strike force looking out for enemy aircraft. Finally, the strike aircraft must find and attack the target braving a hail of small arms and anti-aircraft artillery fire at low level. Individual survival is not the only measure of success, it is the success of the mission as a whole that counts – there is no place for seekers of individual glory.

Enemy aircraft featured are the nimble MiG17 and the more advanced supersonic MiG21, capable of out turning any USAF aircraft.

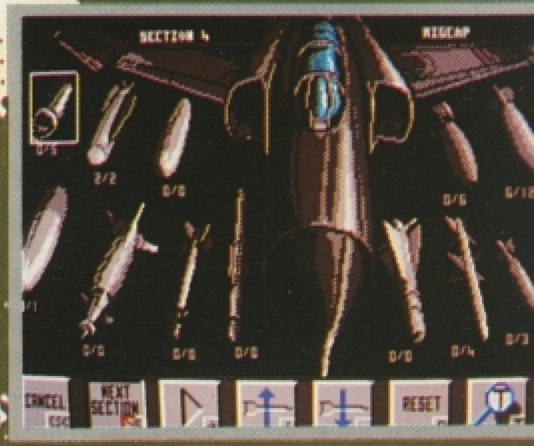
Flight Of The Intruder takes you into the real world of operational flying and mission planning.













FEATURES

Choose between two of the best aircraft that ever flew. The F-4 Phantom is fast, powerful and equipped with highly advanced avionics. It is so flexible that it can perform any type of mission. The A-6 Intruder has the first all weather computer operated weapons guidance system (DIANE) and an outstanding weapons load, both have stood the test of time and are still in service.

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- 2 different aircraft accurately simulated. 3 different roles: MIGCAP, IRON HAND, or STRIKE.
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- Carrier take-off and landing with "MEATBALL" landing aid.
- In-flight radio messages with radio message queueing system.
- View from all aspects and 14 in cockpit views.
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BY THE AUTHORS OF FALCON

IT'S THE DOG'S

This time it really is the dog's dangly bits. ZERO brings you a complete game PLUS a playable demo of the long awaited *VIZ*. Put that in your machine and play it!





Quick – on to the next picture before Mellie says something unfortunate!

NO PC'ING ABOUT

Unfortunately, there's no PC disk on this issue. To compensate PC owners (especially those without a 3.5 inch disk drive) for the increased price of this issue, we've got together with Virgin to bring you a special offer of your very own.

***Demon's Tomb* is a challenging adventure game involving ancient tombs and murdered professors. It was well received by the bearded one back in ZERO 7 as it combines well written text with beautiful graphics.**

Send this voucher and a cheque for £19.99 payable to Virgin Mastertronic at Virgin Mail Order, 16 Portland Street, London W11 4LA and you'll be sent a copy of *Demon's Tomb* worth £24.99. That's a fiver off a rather excellent game – so there, we do love you after all.

£5 OFF
DEMON'S TOMB

VIZ

Playable Demo/Virgin*

It's been a comic, it's been an advert and it's even been a Channel 4 cartoon. Now the comic with more rude words than Bernard Manning's stage act has become a computer game. Better still, it's become a ZERO cover demo – and a playable one at that.

Both Amiga and ST owners will be able to propel Johnny Fartpants up, up and up with a bit of rumpety pump. The strangest joystick waggler ever is from one of the *Viz* sub-games where bonus points are awarded depending how far Johnny gets off the ground. Just grab your stick and waggle or wibble or whatever you feel like.

ST owners will get a bit of a bonus in the form of a free running demo of some free running *Viz* characters in the country. This is one of the main stages of the game. For now you can only sit and watch (and read Roger Mellie's fairly graphic commentary) but if you buy the game you'll be able to join in.

Amiga owners... well, what can we say? Sorry seems to be the hardest word. Unfortunately the Amiga version of the free running demo wasn't finished in time to be included on the disk. Soz. Still, you do get Johnny Fartpants.

CONTROLS

Joystick left: Johnny releases some... er... hot air.

Joystick right: Johnny releases some more hot air...

LOADING

Both ST and Amiga formats auto-boot so simply put the disk in your computer, switch on and wait for results. Once the disk has loaded select either *Chase* or *Viz* and then it's all up to you. Watch, play or read a book on early Paleolithic monoliths.

NB Amiga owners with 1 meg expansion may have to remove it to get the Viz demo to run.

***This is the censored version for sensitive flowers. The actual game itself is much much ruder – ie full of four letter words with no stars at all. Cor!**

CHASE

Complete game/Virgin

Some things never change. Progress has rid the world of smallpox, the plague and Hillman Avengers. Yet it has failed to remove the legion of beautiful princesses who sit around waiting to be rescued by sentimental fools like... well, like you really.

In the good old days, rescuing a princess was easy peasy pudding and pie. They were usually to be found locked in dungeons guarded by hefty thugs with co-ordination problems. If not, then they were probably tied to a tree in the company of a dragon with a bondage fetish and a serious breath problem. (Quite how a dragon went about tying someone to a tree was never satisfactorily explained.) In return for this fairly simple task, you could usually expect to receive half a kingdom and a pile of gold into the bargain.

In the dim and distant future, things have become a little more sophisticated. There's still a princess to rescue of course – Princess Chardonnay to be precise – who's been kidnapped by the evil Disgustmatrons. However, you're going to need more than a rusty sword and a faithful steed if you're going to free the princess and get your hands on her royal assets. You're going to need an ultra-modern pursuit craft all tooled up with lasers. You're also going to require the co-ordination and reflexes of... of... something with very good co-ordination and reflexes. All these combined might see you through the four (or five) stages to battle through on your quest for emotional and financial security. Then again they might not.



Hmm... all you have to do is hit those blue lines with your red lines without bumping into the green lines...

STAGE 1

Destroy five Disgustmatron ships without crashing into all the surrounding meteorites. Each ship requires five hits to put it out of action.

STAGE 2

A bit like a downhill slalom course. Except contact with the pillars will blast one of your ten shields into oblivion.

STAGE 3

Guide your ship through the eye-confusing tunnel. The sides of each square have the same affect as the Stage 2 pillars.

STAGE 4

The whole thing comes together. Shoot the Disgustmatrons while careering down a tunnel full of explosive red pillars. Easy it ain't.

DISKGUSTED

So you've put the disk into your machine, switched on and nothing's happened. Or has something happened but not quite what you were expecting? Well, it's probably because you dropped the disk in the cat's dinner, wiped it clean with a damp tissue then dried it with your mum's hairdryer. If you're not going to treat your disks with the care and respect they deserve then we're not going to replace them. So there. Well, OK. Perhaps we will. Just this once. Because after all we do love you. Hem. So if your disk doesn't work and you've tried loading it a few times and taken it out and sworn at it then here's what to do:

1. **Pop the disk, a note explaining the problem and a stamped addressed jiffy bag into a bigger jiffy bag.**
2. **Send this to ZERO Disk Returns, Copytec, Alban House, 24A White Pit Lane, Flackwell Heath, Nr. High Wycombe, Bucks, HP10 9HR.**
3. **Buy another copy of ZERO so you can play the cover disk while waiting for your replacement. (Optional.)**

STAGE 5

Having battled through four levels of danger you make two horrific discoveries. Firstly, Princess Chardonnay looks like the back end of a traffic accident. Secondly, and much much worse, she's poor. After swiftly pushing the princess over a cliff you retire to a Tibetan Monastery and divide your time between studying early medieval lute music and cavorting with naked nuns. NB Stage 5 may not be present on all copies of the cover disk.

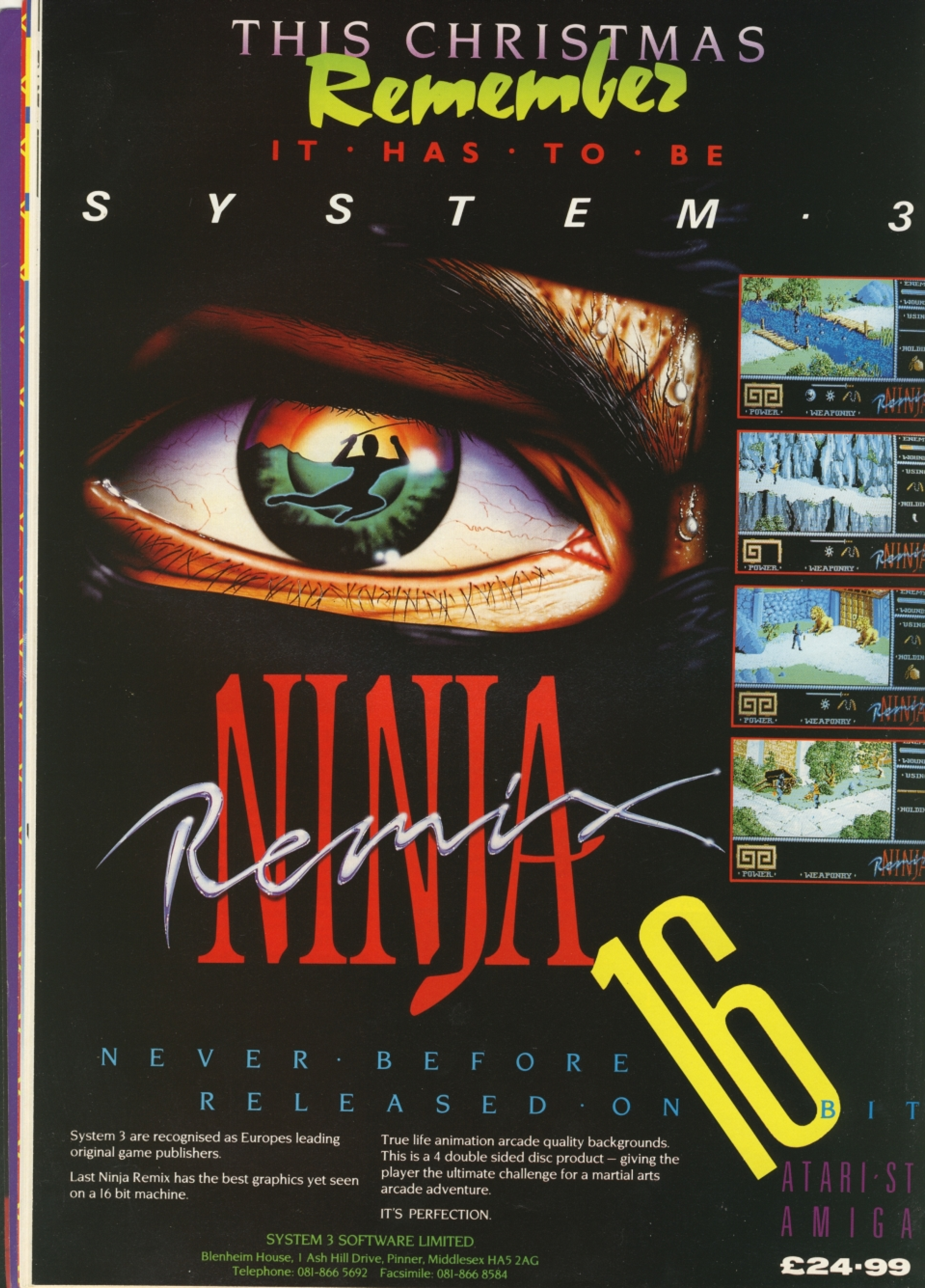
CONTROLS

Mouse: Left button to fire
Right button with movement to accelerate/decelerate.
R: Speed readout.
S: Sights.
Space Bar: Pause.
P: Unpause.



CHASE ME!

1. **Radar:** the red dot in the middle is your sight, the blue dot is the enemy.
2. **Distance Counter Thing:** the further away the enemy the longer the blue line.
3. **A Disgustmatron:** the enemy - kill, kill, kill!


THIS CHRISTMAS
Remember
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UNDER WRAPS

VIZ

Blue blooded aristocrat and confirmed southerner *Lord Paul Lakin* has never said a rude word or been further north than Cambridge. Who better then to take a look at *Viz: The Game*.



Oooh look! Spoilt Bast's mum is up to her neck in s*. *(That's 'sand'. Ed.)***

Newcastle Upon Tyne lies on the banks of the Tay *(That's Dundee. Ed.)* and has given much to the world. Great bands like the Housemartins *(That's Hull. Ed.)* and of course some truly outstanding footballers; who can forget the glorious days of Busby's Babes? *(That's Manchester. Ed.)* Indeed the city still hasn't come to terms with losing its favourite footballing son to London-based Tottenham Hotspur. Oh yes, Gary Lineker is much missed in the pubs and clubs of Newcastle. *(That's Paul Gascoigne. Ed.)*

Recently Newcastle has become famous as the home of *Viz*. The magazine's come a long way from being a tatty rag that no one would stock because they thought it was vulgar, obscene and unlikely to make them any money. Nowadays *Viz* can get away with anything because it no longer represents filth or depravity – just big bucks.

The latest spin-off from the comic that spawned a thousand T-shirts is *Viz: The Computer Game*. Programmed by the rather aptly named Probe and due to be released by the unsuitably named Virgin, the game could be set to be some-thing of a New Year smash. It might also be a bit controversial, 'cos *Viz: The Game* is rude... very rude.



PROBE (FNARR, FNARR)

So... erm... just how rude have you made it?

"Well, we consulted the *Viz* crew about where we should draw the line and were told there was no line to draw, as long as it was funny."

And what about rumours that Virgin had rejected the original version of *Viz: The Game* because it wasn't crude enough? That, as Roger Mellie would say, is b******s. Probe suggested to Virgin the idea of doing two versions of the game, one of which would be 'toned down'. Virgin, who know a good obscenity when they hear one, told Probe not to bother with the toned down version since it "wouldn't be *Viz*".



Sid The Sexist shows off his svelte figure.

Okay, so that's the rudeness sorted out. Now which computer do you use to design the world's crudest game? The oath a minute ST perhaps? Or was it the ever so naughty Amiga?

"Er... well, er, it was a Commodore 64."

"Oh really," I replied in my best interested-and-not-at-all-patronising voice, "and why was that?"

"Well, the programmer was available immediately and was very, very keen to be involved."

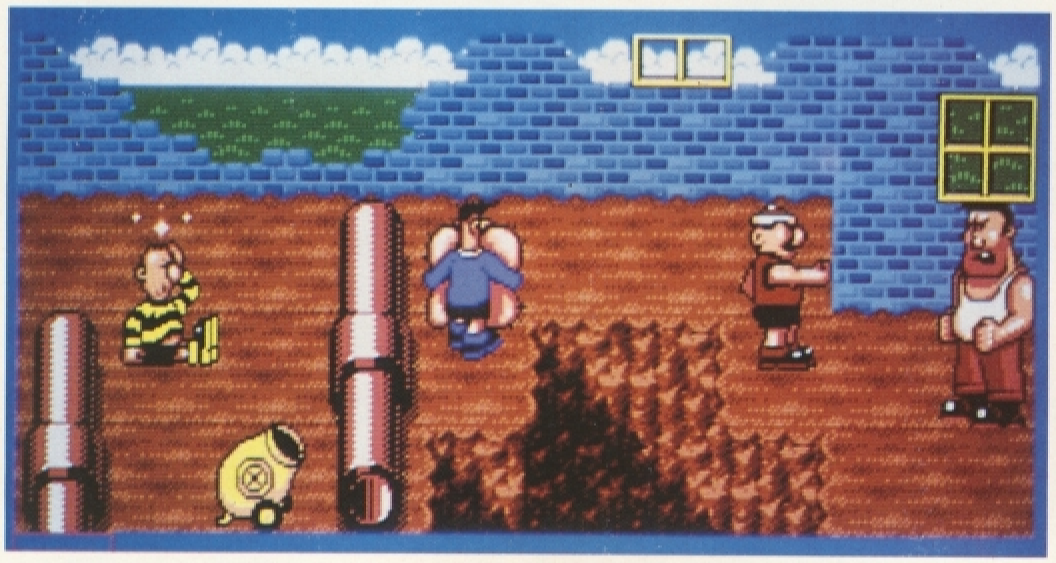
So now you've got the subject matter and the, hem hem, computer. Now what about the game? Originally Probe intended to cram it full of parallax scrolling and the like. A few jars later they thought, "Stuff that for a game of toy soldiers. What people want is the characters." So they concentrated on making the game look like *Viz*.

This required the purchase of 50 or 60 back issues of *Viz* and a long time spent locked in the lavatory. (These programmers are a funny lot.) So are all the *Viz* characters in the game?

"Well, Billy The Fish isn't in it."

"Why not?"

"Because no one likes him." Oh.



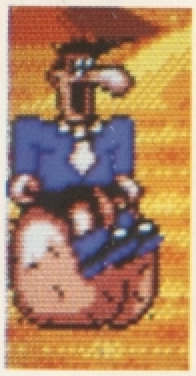
"Howay, Biffa, ya great puff. Gerrus a bleedin' pint or I'll chin ya!"

Viz: The Game is in fact *Viz* the race. The race is between Johnny Fartpants, Buster Gonad and Biffa Bacon, one of whom is played by you. (Careful who you choose, you're probably giving away a lot about your character.) The race is run over five locations littered with *Viz* characters and Roger Mellie provides a commentary littered with words your auntie wouldn't approve of. So after an intro from Roger and a quick wibble, wibble from Roger Irrelevant the race is on.



The five locations include the countryside, the beach, the town, the building sight and the disco. Each location has its own dangers. In the disco f'rinstance, there's a Moonwalker Floor which can't be hurried across – only uncontrollably Moonwalked across. More dangerous still is the Building Site where a down on his luck Shakey is earning a few extra bob as a hod carrier. Obviously you can't keep a good songwriter down, so Shakey takes time out to strum his guitar. Equally obviously, Shakey is not a good songwriter and the results of his strummings confuse and discoordinate (disco chord inate...? oh never mind) the competitors. The rest of the soundtrack is equally unusual. Pastoral classical music is interrupted with heavy metal guitar breaks.

As well as each location having its own hazards, each of the racers has his own special... erm... powers. For instance, Johnny can use guff power to get over obstacles or simply travel further forwards. Buster can use a wheel barrow to wheel his unfeasibly large testicles while Biffa, well Biffa sort of hits people.



Plums to the rescue!

In order to use these special powers, the player needs to collect bonus points. This is where the sub game comes in. It has nothing to do with pathetic sharks in WWII U-Boats. Instead, it's the bonus bit that appears between each race. The form of the sub game depends on who's playing it. Amiga and ST owners will have seen one of Johnny Fartpants' jet-propelled sub games on the cover disk. Buster's games involve using the rather over developed part of his anatomy to bounce over things or to flatten pancakes. Biffa has to punch/kick or headbutt bricks or drink a lot of pints of something that certainly isn't shandy.

All though the main action involves three characters, the screens are crowded with other bods and there's plenty of background action. Most of it obscene. Hurrah! STOP

SHAKEY



Despite brief appearances by Simply Red's Mick Hucknell and Cardinal Basil Hume, the real life star of *Viz* is of course Shakey – or Jerry Lee Lewis to give him his full name. In real life, Shakey had a string of hits such as *Hound Dog*, *Heartbreak Hotel* and the classic *Blue Suede Shoes*.

After dropping out of public life, Shakey was planning to relaunch his musical career when he was tragically gunned down outside his New York flat. After his death, his best known song *Crying* re-entered the chart. *(Are you sure this is right? Ed.)*

TEN THINGS YOU NEVER KNEW ABOUT NEWCASTLE

1. People from Newcastle are known as Scousers.
2. The famous Newcastle ferry was immortalised in local band Gerry And The Pacemakers classic song *Ferry Cross The Mersey*.
3. Newcastle is one of the few cities to have two first division football teams - Everton and Liverpool.
4. Two famous Newcastle playwrights are Willy Russell and Alan Bleasdale.
(Um... Are you sure about these facts? Ed.)
5. The town hall in Newcastle is called the Liver Building.



6. Blind Date hostess Cilla Black used to work as a cloakroom attendant in a Newcastle club.
7. *(Either you put in some proper Newcastle facts or you start looking for a new job. Ed.)*
8. Er... there's a castle in Newcastle.
9. It isn't very new.
10. Lord Paul Lakin has never been to Newcastle. *(That I can believe. Ed.)*



Can Johnny Fartpants' guff power blast him clean over the manhole?

WHAT'S WHAT

TITLE	Viz: The Game
PUBLISHER	Virgin
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Late January 1991


THE COMPILATION PACK
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LETTERS

The Cambodian alphabet consists of 72 letters. Which is exactly 10.8 times the number of letters on this page. Spook!

DOG ENDS

I've just finished *Midnight Resistance* on the Amiga (which you kindly gave me for free when I subscribed to your mag) and all that happened was that the man appears standing in front of a large sun, watching a couple of poxy stars disappear into the distance.

After all my hard work, sweat, cold tea and sleepless nights, I was rewarded by what could only be called a pathetic ending. I've finished a few games such as *Robocop*, *Batman* and *Silkworm*. None have a satisfying ending. Why aren't there any fantastic conclusions to games?

David Owens, Lake View, Northampton.

Good point. Nothing worse than topping the deadly four-eyed mullet to be greeted with nothing more exciting than the Hi Score table. Still fantastic endings use up memory that might have been used for the game proper. **Ed.**

DDNT GT A JB

When I took the cover disk off the front of the November issue I noticed a message saying "IF U CN RD THS MSSJ, U CN BCM A SEC, ND GT A GD JB" which I presume said "If you can read this message you can become a secretary and get a good job". Later that week I went for a job as a sec. The interviewer asked "What qualifications do you have?". I replied "Well I can read something off the cover of ZERO."

The interviewer told me to get lost.

Donny Hopkins, Bulwell, Nottingham.

Sorry. It was all a bit of a misprint. The message should have read "BCM A TEC". The police force is currently crying out for new recruits. **Ed.**

STILL PC'D OFF

I have just bought your November issue for a price of £2.70.

The problem is that whilst I enjoy your magazine, I don't want to pay for something that is of no use to me. Yes, you've guessed it, I'm a PC owner. Why do you only put ST and Amiga disks on the front of your magazine? You said that you would be making a special offer to PC users to try and even things up. Giving a voucher for money off a game is a good idea but only £5 is a bit mean. Why spend £20 plus postage on one game when you can join a certain club (see pages 116 and 117 in the November issue) for £6 and buy *Hardball 2* for £6.99. This I think would save you £7.00 and give you the chance to buy other software very cheaply. If you are going to give vouchers away, then make them worthwhile. Try and sort something out, please.

Anyway the mag was great (as usual) and I can't wait for the Xmas issue.

Craig Donnelly, Chester-Le-Street, Co. Durham.

We understand that PC (and console) owners are obviously getting a slightly raw deal compared to ST and Amiga owners. In our defence, we would happily give away PC versions of demos and games but most software companies don't release the PC version till well after the ST and Amiga ones, so we can't give them away. If you take out a subscription to ZERO you'd only be paying the same as twelve £1.70 issues (ie without disk price) and you'd get a FREE PC game. What's more, if you've got a 31/2 inch drive, you can still reformat the disk and use it again. Finally, though £5 off a game may seem mean, it's all we can persuade most companies to stump up. **Ed.**

LETTERS FROM LEDBURY

Over the past year one of my friends from school has been spending every spare minute of his time writing to your magazine. Whenever he gets one of his letters published, it's all we hear about for three or four days after he gets that issue. He is, of course, Paul "Ludwig" Ledbury. If he is not writing to ZERO, he is usually found stuffing his face in some hidden corner of the school as can be seen in this recent (June '90) picture. Well I hope this picture ends up on many a dartboard around the country, as this is the best place for it. Maybe if this gets published it will keep me and my friends amused enough to bear Ledbury's burbling for a few days.

Paul Hatcher, Uffington, Oxon.

P.S. His Mum is a lot better looking. (I refer, of course, to the October 1990 issue.)

Be warned "Ludwig", we've got your name and now we've got your photo. (Not printed, in the interests of good taste.) Any more letters and we'll send the boys round. **Ed**

IRONIC ARTS

I have a great money-saving idea, for any football fans out there. Instead of wasting your money buying expensive football games why not take a football to the nearest piece of flat land and use it! Practice by yourself or use the multi-player option. Experience all the thrills of being a real footballer! Play on any terrain and enjoy the random weather and dynamic scenery! All of this can be yours for the price of a football.

Salim Fadhley, Repton, Derbyshire.

P.S. I am a shandy drinker and proud of it too!

There's nothing to be proud of in drinking shandy. It's mainly lemonade and yet costs the same as a pint of beer. What a flippin' rip-off. **Ed.**

BIT OF A BOOB

I'm writing to your excellent and very funny mag with a question. When I tried to enter the November compo to win the video, much to my surprise, I was asked to state the number of balloons in the picture. There was a certain irony in this as the picture that I was ringing about was that of a reclining Elvira. I was tempted to say two but instead rang off and went and had a cold shower. Why the mix-up?

Steven Routledge, Whitley Bay, Tyne and Wear.

We had a few hassles with the change over times of our telephone compos. Hopefully this has now been sorted out, though not before we've lined our pockets with the money from all those wasted phone calls. I'm afraid no one here knows, or even wants to think about what sort of mix-up you had in your cold shower. **Ed.**

CROWD TROUBLE

Just what did you mean when you wrote "Spurs arrive for an away fixture" in the review of *Powermonger*, in your excellent November issue? If you meant that "the Spurs" don't get a very big crowd for their away matches – you're very much mistaken. Earlier this season... *(There then follows a long and rather boring list of Spurs away attendance statistics. Ed.)*

Got to go now as Dad's taking me to the Everton v Tottenham Hotspur match, bye!

Tim Cole, Solihull, West Midlands.

What we meant was that "the Spurs" are supported by small animated computer graphics. **Ed.**

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
Star Letter winners receive a ZERO T-shirt! All letters win a ZERO badge.

UBI UBI DOO!

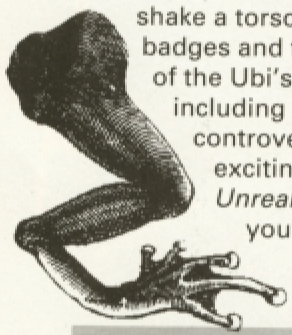
COMPO

WIN! WIN! WIN!

A PEUGEOT CAIMAN MOUNTAIN BIKE! 10 UBISOFT GOODIE BAGS!

UbiSoft. It used to be just another rather weird French software house. Now it's a rather weird French software house with some rather nifty product. In a bid to celebrate this fact, the Ubi's have got together with ZERO to organise a rather special comporoonie. At stake is that most French of prizes – a bike! What could be more fitting for a prize from the land of Eddie Mercx? *(He's Belgian. Ed.)* Er... the land of Sean Kelly? *(He's Irish. Ed.)* Okay then, the land of Brian Eno... *(That's Bernard Eno you clot. Ed.)* Oh alright, the land of the Tour De France then. It's an absolutely splendid Peugeot Caiman mountain bike crammed with high tech doofers such as Shimano 18 speed gear system and a cotterless Sugino chainset. It's even got a saddle!!! Mind you if you miss out on the first prize, you won't be disappointed 'cos you could get hold of a second prize – an UbiSoft goodie bag. Inside you'll find not only more T-shirts than you can shake a torso at (three in fact), badges and the like, but also three of the Ubi's latest spanking titles including (on the Amiga) the controversial *Ranx*, the exciting *B.A.T.*, and the fab *Unreal*; on the ST and PC you'll get *Ranx*, *B.A.T.* and the *Challengers* compilation.





RULES

- **Any employees of UbiSoft or Dennis Publishing found entering this competition will find their gooses cooked (á l'orange).**
- **The Ed certainly knows his (French) onions, and his decision is final.**
- **The phone line for this compo will close on 31st December 1990.**

Winning any of these splendid prizes couldn't be easier. Written below are a list of features of a brilliant UbiSoft game. What we want you to do is use your skill and judgement to place these in what you think is the order of importance.

1. **State of the art graphics with squillions of colours and parallax scrolling doofers.**
2. **Oodles of gameplay with fast frenetic action.**
3. **Progressive learning curve guiding the player further into the game.**
4. **Loads of Gallic weirdness.**
5. **Joystick waggly, erm... rude bits.**
6. **Masses of gratuitous violence.**
7. **Jobbies.**

Once you've decided this, ring **(0898) 335 513** and list the numbers of the items in their new order (2, 6, 3, 4, 1, 5, for example), the format of your computer, and your name and address. Your call will only cost 20p (you won't be able to spend any more 'cos you'll be cut off!) so it's cheaper than a stamp and you won't even need to leave the comfort of your own living room (or wherever you keep the phone).

NB

1. Make sure you've got the permission of the bill payer to use the phone.
2. Make sure you dial the right number – if someone answers and tries to tell you they're a french maid, you've probably misdialled.
3. Make even surer that you give the answer and your name and address.

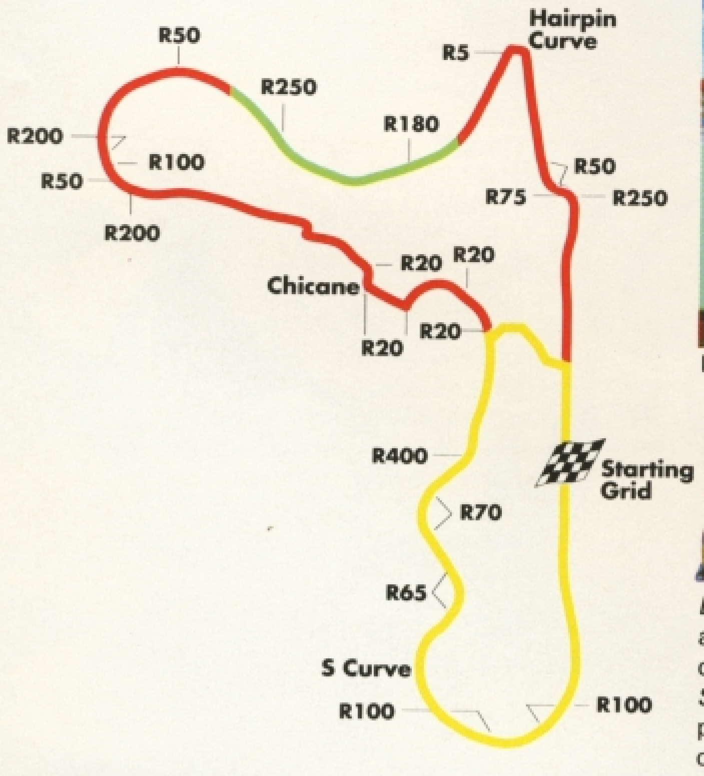

PANG
SPECTRUM
CASS & DISK
AMSTRAD
CARTRIDGE
COMMODORE
CARTRIDGE
ATARI ST
AMIGA
NO TIME FOR
BALLOONIN' AROUND!..
NO TIME TO SHOOT THE BREEZE!..
In fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable bubble poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!
ocean
OCEAN SOFTWARE · 6 CENTRAL ST · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

SUPER MO
GRAND

It's definitely the time of year to stay 'under wraps', what with all this cold weather and everything. *Jonathan Davies* was understandably reluctant to leave the comfort and safety of his duvet, but the siren-like call of *Super Monaco Grand Prix* was just too tempting to resist. Warily, he donned his flame-retardant dressing-gown and 'hauled shell'.



Here comes Fittipaldi and nothing can stop him now... er where's Fittipaldi?




There's a Grand Prix today – it's through the... arched window.

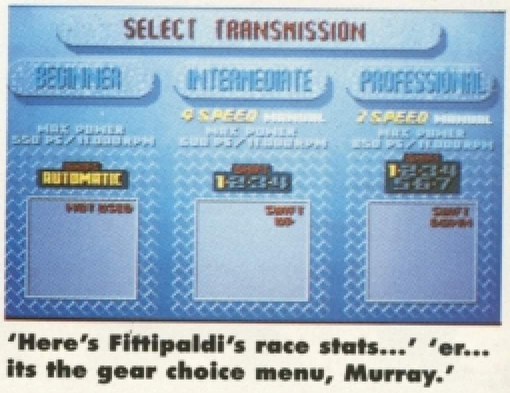


There are loads of driving games, aren't there? *Continental Circus, Outrun, Indianapolis 500*... erm... *(Chase HQ? Ed.)* Right, um... *(Lotus Esprit Turbo Challenge? Ed.)* Yup – good one, erm... Well there are lots, anyway, so naturally I was delighted to be asked to look at another. *Super Monaco Grand Prix*, as you're probably aware, is a rather corking Sega coin-op racing game which is noted for its overwhelmingly good graphics and sound. Playing it is a bit like being beaten about the head with a copy of the latest Dulux colour chart while listening to all of last year's number one singles played backwards simultaneously – it's that much of an audio-visual experience.

US Gold was very pleased when it got its hands on the licence. So pleased that it asked Probe Software to take care of the conversion. After several months of frenzied programming, a nice chap called Neil (from Probe) arrived at the ZERO office claiming to have something to special to show and tell us about. So I asked him to start from the beginning.

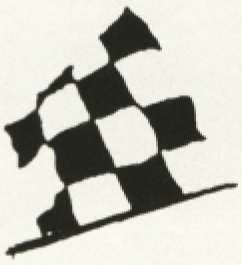
Super Monaco Grand Prix, he explained, is a bit of a 'big job' when it comes to packing it into anything smaller than an arcade cabinet. All that scenery takes a heck of a lot of computer power to wang around the screen, and, according to Neil, even the Sega Mega Drive isn't really up to the job. But from what I've seen of the ST and Amiga versions, they might just pull it off.

So what's it all about then? Well, obviously the game is set in Monaco, home of the world's most popular car race and lots more besides. And equally as obvious is the fact that you're behind



'Here's Fittipaldi's race stats...' 'er... its the gear choice menu, Murray.'

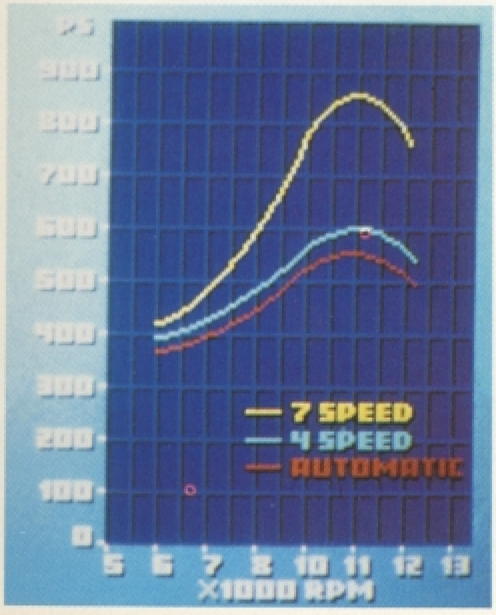
ONACO DPRIX







the wheel (the steering wheel, that is) of a super-fast racing car, battling against a whole bunch of similarly capable computer-controlled vehicles. The day begins with a simple qualifying lap which you'll have to complete before being allowed to progress any further. Only then will you be plunged into the real race. Apart from keeping your eye on the road the whole time, it might also be worth glancing at the 'position limit' every so often. This is the minimum position you need to be at in order to stay in the race, if you see what I mean. So, if it reads '10' and you're crap enough to slip into 11th place, you're out of the running. It starts at about 15 and then gradually decreases as you pass checkpoints during the race, eventually ending up at one. Cross the finishing line and you're through to race number two – more of the same, but in wet rather than dry conditions. After that you'll see a few celebratory screens (packed with swimsuited bimbos) and the game's over. Over, that is, unless Probe decide to slot in a few more races,



Here's Fittipaldi's gear choice (it's the Engine Stats, Murray).

which they may well do. And, of course, there'll be optional 'track packs' to add on at a later date.

Control-wise, things couldn't be more flexible: steering can be controlled by keyboard, joystick or mouse.There are also three different transmission options to choose from: automatic gearbox, or four or seven-speed manual boxes. The one you pick will apply to the rest of the cars in the race, just to even things up.



Once out on the road, you'll find that the car has a great 'feel' to it – it's dead realistic. The programmers have gone to great lengths to ensure that 'torque curves' and other such jolly important technical details are faithfully reproduced. The end result actually plays substantially better than the arcade version (which is actually a bit ropey in this respect, underneath all the flashy graphics). This realism extends to your competitors too, who use artificial intelligence to take the right line through corners (the swines!).

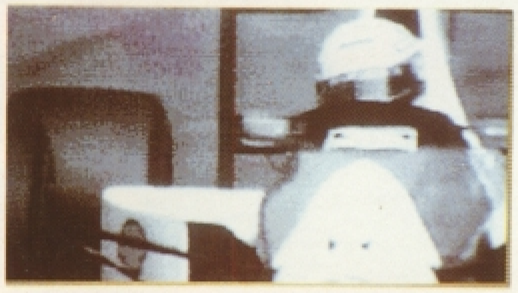
The only major omission at the moment is trackside scenery. When the game's completed there'll be heaps of this – buildings, spectators, trees and banners, and also a very impressive tunnel section – but they haven't actually got round to putting any of it in yet. The more astute among you may spot that, with an increase in the complexity of the screen, a reduction in the speed of the game is almost inevitable. Indeed Neil admitted that this might be the case.

They'll do their best, though, and may even include a scenery-thinning-out option to speed things up a bit if necessary (so it's really nothing to worry about). Other graphical delights to look forward to include plenty of interim screens dotted about, and a unique feature where sprites get blockier as they come towards you "to keep the Sega's feel". Splendid. And, of course, there's a great rear-view mirror at the top of the screen so you can see just what's about to take you from behind.



WHAT'S WHAT

TITLE	Super Monaco GP
PUBLISHER	US Gold
PRICE	To be announced
FORMAT	ST/Amiga/PC
RELEASED	March 1991



Super Monaco GP... it's remarkable!

OTHER THINGS FROM MONACO

As well as car racing, Monaco has plenty to offer the world:

Princess Stephanie of Monaco
If you stopped someone in the street and asked them to name someone who comes from Monaco, the name you'd be most likely to hear is that of Princess Stephanie. Yes, the world's favourite royal model is about as Monacan as you can get. Her face has been splashed all over magazines everywhere, making our own royals seem reclusive in the extreme. She's also a bit 'tasty'.

The Monaco Font
Lurking in the depths of ZERO's Macintosh computers is a little-used typeface (or 'font' as we journos call it) called Monaco. It looks like this (which is why we don't use it much).

Wire Coat Hangers
It's a little-known fact that the wire coat hanger actually originated in Monaco. Don't believe us? Well you'll have to take our word for it, won't you!


BETTER T
WIL
DRE
Pick'n Pile
UBI SOFT
Entertainment So
The crazy reflex game that will drive you loony !
GOODNESS, GRACIOUS, GREAT BALLS OF FIRE !
ST - AG - PC
You are Zad. Plan your strategy, combat evil, and become the supreme ruler of Euroland !
ST
TOM and the ghost
UBI SOFT
Entertainment Software
Haunted Castle, Scotland :
Help little Tommy rescue his mother in this thrilling, chilling arcade/adventure game ! Only if you dare.
ST - AG - PC
Back to the Golden Age
UBI SOFT
Entertainment Software
UBI SOFT UK - Saddlers House - 100 Reading Road


TIAN YOUR
LIEST
REAMS
Jupiter's
MASTERDRIVE
Rev your engines ! The crowd is in delirium, intoxicated by speed, anticipating Days of Thrills at the dawn of the fifth millennium…
ST - AG
RANX
UBI SOFT
Entertainment Software
This explosive arcade/adventure is based on the cartoon of the same name. Definitely not for the prudish !
ST - AG - PC
brain
blasters
Leave the world of mortals far behind, and enter a world where logic, a good memory, and white and black magic are your tools to attain the coveted position of BRAIN BLASTER.
ST - AG - PC
UBI SOFT
Entertainment Software
RANX
THE VIDEO GAME
UBI SOFT
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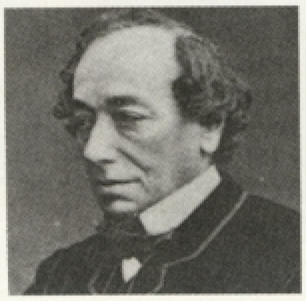
DIY DTP

Make your wildest dreams come true!* Earn millions doing absolutely nothing! Smoke big fat cigars and wear expensive suits!*****

*Apart from that really wild one you had last night.
**This is, of course, untrue.
***(At your discretion.)



All over the country, people are rushing to set up their own small magazines – 'fanzines'. Probably, anyway. We thought that you might like to know a bit more about them, and maybe have a crack at writing one yourself. So we asked *Jonathan Davies* to tell you all about it. He looked slightly alarmed.



As the great Disraeli once remarked: "Another's writing can offer little to the man in search of his inner self. Only his own words can express what truly lies within." Well, okay, he didn't really. I made that one up. But Oscar Wilde is on record as saying that "Were my pen to leave me one day, I think I should wither and expire like an autumn leaf." Oops, you caught me out again. He didn't at all. But The Duke of Wellington, back in the Waterloo days, did say "Publish and be damned", and that's the honest truth. Straight up. And, would you believe, that's exactly what we're suggesting you do (apart from the 'being damned' bit – we'll let you off there).

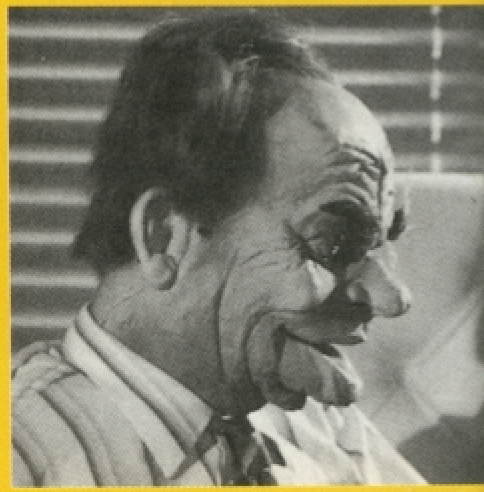
You just wouldn't believe the fun there is to be had in putting together your own magazine. Here at ZERO we can't wait to get into work every morning. In fact we're so keen on this 'publishing' business that when we were recently threatened with a 50% pay cut we laughed, threw the remaining 50% back in their faces and scuttled back to our keyboards. But why? What is it that causes, on average, 5,012 new magazines to be started up each year, most of them amateur 'fanzines' like the ones we're about to discuss here? Is it the feeling of freedom, of being able to write what they want, when they want and about what they want? Is it the chance to preach their views on life to a wider audience, offering the benefit of their enormous wisdom and enviable turn of phrase?

It's the money, let's face it. But while professional publishing people like Robert Maxwell, Rupert Murdoch and our own T'zer stand to make millions each year by doing very little in the way of actual work, it's a different story for the enthusiastic amateur. *(That's it. You're fired. Teresa)*. As a fanzine publisher you'll have to do loads of work and you won't make any dosh at all. In fact it may cost you all your pocket money just to keep the mag afloat. All the same, though, it's ace fun to do and well worth having a go at. (Will that do?) *(No. Ed.)*



HOW TO BE

1. Break into a large bank with a rather dodgy safe. Remove the contents of the safe.
2. Realise it only contained a set of Esso 1970 World Cup plastic coins missing both Gordon Banks and Franz Beckenbauer.
3. Return to the bank during normal working hours and borrow £6 million.
4. Buy a newspaper. (That's the whole shebang, lock stock and printing presses, not just a rainsoaked back issue found in the gutter at St Pancras.)



THE 'CONCEPT'

So you like the sound of it, then? Splendid. But, before you dash off and start publishing, maybe you'd better come up with some kind of a rough idea of what the mag will be about. A 'topic', as it were. Ahhh, you hadn't thought of that, had you? The simple fact is that you could do it on anything. *(Eh? Ed.)* That's to say, you could write about just about anything

BE PRESS BARON

5. Don't waste any time. Sack all the staff straight away.
6. Wait four months, then re-employ the now starving former employees on half wages.
7. Produce a serious quality newspaper with learned, well written articles.
8. Watch sales plummet to 11 (And half of those bought by your family.)
9. Receive a threatening letter from the bank.
10. Print a massive political exposé revealing corruption in the highest places.
11. Watch sales plummet further as your family cancel their subscription.
12. Receive a visit from the bank manager accompanied by a couple of large "friends".
13. Print a massive exposé of a woman's chest.
14. Sit back and watch sales and profits soar.
15. Become millionaire, knight, moral guardian, godfather to your bankmanager's firstborn and, best of all, Press Baron.



you like. But we're a bunch of people with one interest in common, aren't we? No, no, not that filth. I'm talking about computers. Let's assume that your fanzine will be all about computers.

But, erm, that's quite a sizable area, isn't it?. Maybe you ought to 'specialise' a bit. You could start by restricting things to just one or two types of computer. Or how about doing a games mag or a technical mag? But they're crap ideas.



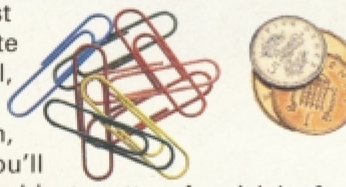
You see, there are already loads of mags around that cover that sort of thing. For example there wouldn't be a lot of point in doing an ST, Amiga, PC and console games mag because there's already one of those doing the rounds and it's fab – you wouldn't stand a chance, matey. And even if you restricted things to, say, the Amiga, you'd still have competition from about 5,000 similar publications.

The best thing to do would be to pick up on some other aspect of computers. You could do an adventure games mag (but there are already a few of those), or how about a playing tips mag or a computer music mag or an arty mag or a 'magazine' mag or... (gasp).

So you'd blimmin' well better decide, hadn't you? Because if you don't, your fanzine will have the smallest print run ever recorded– excluding the South Tottenham Women's Institute Committee minutes of 23rd September 1990. (The meeting was cancelled).

THE CREATIVE PHASE

The next step is where things start to get a bit fiddly. For a start you'd better get your 'team' together. You're in charge, obviously, but you'll require people to write the various sections of the mag. You could always do the whole thing yourself, but you'd get sick of it in no time at all. A better approach might be to try and get some of your chums interested. If that doesn't work you could try advertising for help. There are bound to be loads of people out there just dying to write for you. Well, there might.



And then, of course, you'll need some subject matter. A quick leaf through a typical professional computer mag like, erm, ZERO, will reveal that the bulk of it is composed of software reviews. But where on earth do we get all those games from? Surely we must spend our whole time down at Smith's handing over piles of sponds for hundreds of games just so we can review them? Well, no actually. You'll go green with envy when you hear that in fact we get them all for free! What a scam, eh? But will you be able to get away with doing the same? All you can do is write to a few software houses and find out. It would help if you at least produced one copy of the mag to send them, and it might also be worth including an sae (to play on their consciences). You'd probably like to see a list of ones to try right now, perhaps with a survey of who is and isn't prepared to send out freebies, wouldn't you? But you can't, because the nice generous companies would be submerged under mounds of begging letters while the miserable ones got off scott free. You'll just have to check 'em out for yourself but it should be worth it, as quite a few big names have been known to respond surprisingly well.

THE BORING BIT

OK, the creative spark has triggered an explosion of passionate prose which has flooded from your pen and now sprawls over hundreds of tatty scraps of paper. They litter the floor, soon to become something greater, something that will astonish the world. But that's just the kind of tormented genius you are. First, though, your outpourings must be assembled into something looking a bit more like a magazine. Normally you'd enlist the services of an art editor to sort out this bit (it keeps them off the streets), but manpower is limited and you'll have to go it alone. Now, there are various ways of laying out your fanzine, and which one you go for will depend on how much spare equipment/ moolah you've got lying around. The cheaper methods are outlined this month.

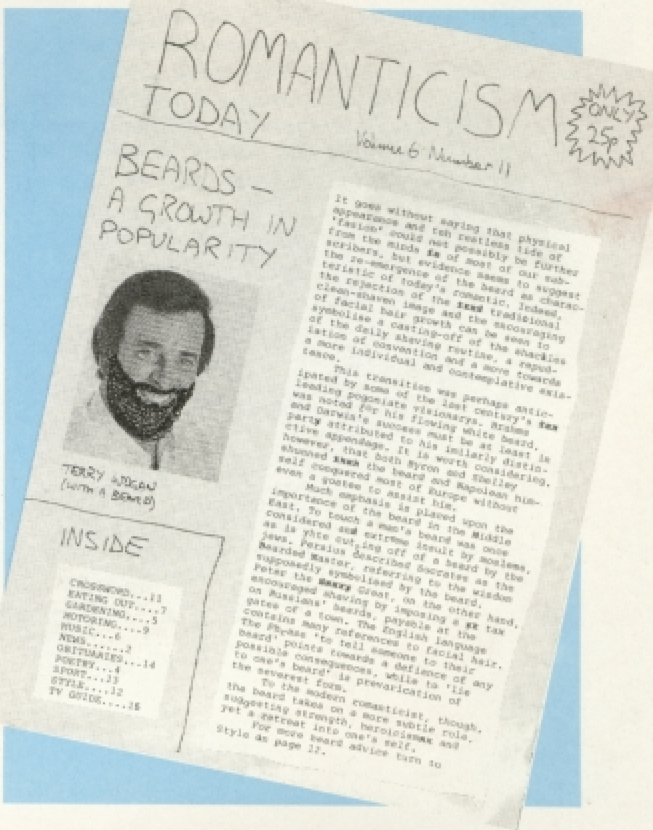
HOW TO DO IT
METHOD ONE

FOR THE TERMINALLY DOSH-FREE



So you've got no money at all, then. That means no computers, no printers, no nothing. Pathetic. But the presses must roll – your public is waiting. What you've got to do, of course, is go and ask dad if you can borrow his typewriter. It's probably tucked away in the attic, covered in dust (he bought it at a jumble sale when he was going through his 'creative' period and, um, never quite got round to using it).

The first step is to type out all the words (or 'copy' as they're known in the trade), exercising your editorial muscle as you do so. The ensuing mess is unlikely to look very magazine-like, probably because you've



ROMANTICISM TODAY

ONLY 25p

Volume 6 Number 11

BEARDS – A GROWTH IN POPULARITY

TERRY WOGAN (WITH A BEARD)

It goes without saying that physical appearance and teh restless tide of 'fasion' could not possibly be further from the minds of most of our subscribers, but evidence seems to suggest the re-emergence of the beard as characteristic of today's romantic. Indeed, the rejection of the traditional clean-shaven image and the encouraging of facial hair growth can be seen to symbolise a casting-off of the shackles of the daily shaving routine, a repudiation of convention and a move towards a more individual and contemplative existence.

This transition was perhaps anticipated by some of the last century's leading pogoniate visionarys. Brahms was noted for his flowing white beard, and Darwin's success must be at least in party attributed to his imilarly distinctive appendage. It is worth considering, however, that both Byron and Shelley shunned the beard and Napolean himself conquered most of Europe without even a goatee to assist him.

Much emphasis is placed upon the importance of the beard in the Middle East. To touch a man's beard was once considered extreme insult by moslems, as is yhte cutting off of a beard by the Jews. Persius described Socrates as the Bearded Master, referring to the wisdom supposedly symbolised by the beard. Peter the Great, on the other hand, encouraged shaving by imposing a tax on Russians' beards, payable at the gates of a town. The English language contains many references to facial hair. The Phrase 'to tell someone to their beard' points towards a defience of any possible consequences, while to 'lie to one's beard' is prevarication of the severest form.

To the modern romanticist, though, the beard takes on a more subtle role, suggesting strength, heroicism and yet a retreat into one's self.

For more beard advice turn to Style on page 12.

INSIDE

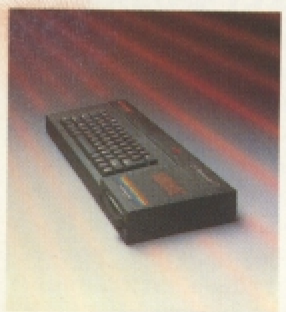
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EATING OUT....7
GARDENING....5
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forgotten to do it all in 'columns'. Columns are the key to good presentation, you see, although they're a bit tricky with a typewriter. Once you've done all this you'll need to chop it all up into little strips, 'design' your page (this is optional) and stick it all down. Pritt Stick is quite good for this, although here at ZERO we tend to prefer a mixture of flour and water. *(We don't actually. Art person.)* Headlines and things will probably have to be drawn in by hand, or you could type them and then enlarge them lots of times with a photocopier. Or you could follow the current fashion and cut out letters from old newspapers to make them. (Don't use today's, though, as dad might get cross and want his typewriter back.)

Having done all this you can step back and admire the finished page. Cheap, cheerful... and crap.

HOW TO DO IT
METHOD TWO

A MODEST OUTLAY



The second and slightly more advanced method is for those who've got a half-decent computer and a printer at the very least. You'll also need a word processor, but luckily these can be obtained on the cheap. All you've got to do is give a public domain library a ring and see what they've got. There are at least two or three freebie ones for the ST and Amiga and hundreds for the PC, probably. Although specifications and general usability will vary enormously, the results will be pretty much the same whichever one you choose. What comes out at the end really depends on whether your printer's any good.

The advantage of this technique is that once you've got everything typed into your computer you can chop and change it at will. Typos will become a thing of the past (in theory) and everything will suddenly take on a more slick, professional, business-like appearance. Circulation figures will rise dramatically and women will suddenly find you much more attractive. The other advantage is that you can get your contributors to type out all their stuff and give it to you on a disk ready to edit, saving you endless hassle. Once you've


Volume 4 Number 11 Only 20p

ROMANTICISM TODAY

BEARDS - A GROWTH IN POPULARITY

Prince Sultan Bin Abdulaziz

Jeremy Beadle

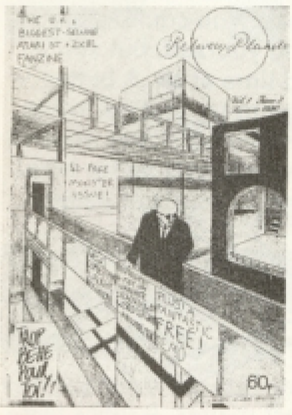
inserted those essential Ed's comments, and cut out anything libellous, the results can be printed out at your leisure. Bold and italics will suddenly become a reality, and you'll also find it a lot easier to do 'columns'.

Unfortunately, the scissors and glue will have to come out again after this, but you could always nip down to Smiths and invest in some Letraset to do the headings. The layout will be a lot more flexible, though – if you get it wrong the first time, it won't take long to do another printout and try again.

So what do the results look like, then? Not an awful lot better, really.

PEOPLE WHO'VE 'DONE IT'

Just in case you don't believe that it's actually possible to publish your own fanzine successfully, here are a few people who've actually managed it. Or so they say, anyway.



BETWEEN PLANETS



This one's put together by a rather nice Scottish chap called Stewart Campbell and some other equally nice, almost as Scottish people called Kit, Simon Reid and Mr Bert. Hmm. The vast majority of the work is done by Stewart, though, who describes himself as possessing 'huge amounts of wit and talent'. And modesty.

Between Planets is billed as the UK's biggest-selling Atari ST and ZX81 fanzine, and comes as 42 pages of A4 with a cover drawn by someone who's obviously just discovered two-point perspective. Oh dear. Despite being assembled using the old typewriter, scissors and glue method, and having most of the headlines done in biro, the mag actually manages to look fairly presentable. Other achievements include a circulation of 250-ish and rising (thanks to distribution round lots of local shops) and plenty of adverts which probably help with the finances quite a lot. The content is about 50% reviews and 50% 'things' with cartoons, pics, compos, that type of stuff.

However, there are signs that Stewart is less than happy with the 'things'. He says he's trying to write a computer fanzine for people who don't like computers. Or fanzines. Or life in general. And he seems to have succeeded. The 'free demo' promised on the cover turns out to be a Pay No Poll Tax sign which you're meant to cut out, attach to a stick and parade up and down the street with. And apparently the next issue's going to be an 'angry' one. Good Lord. If you fancy a copy, send 60p and a 37p A4 sae to Stewart at **92 Whitelaw Drive, Bathgate, West Lothian EH48 1RJ.**



ADVENTURE PROBE

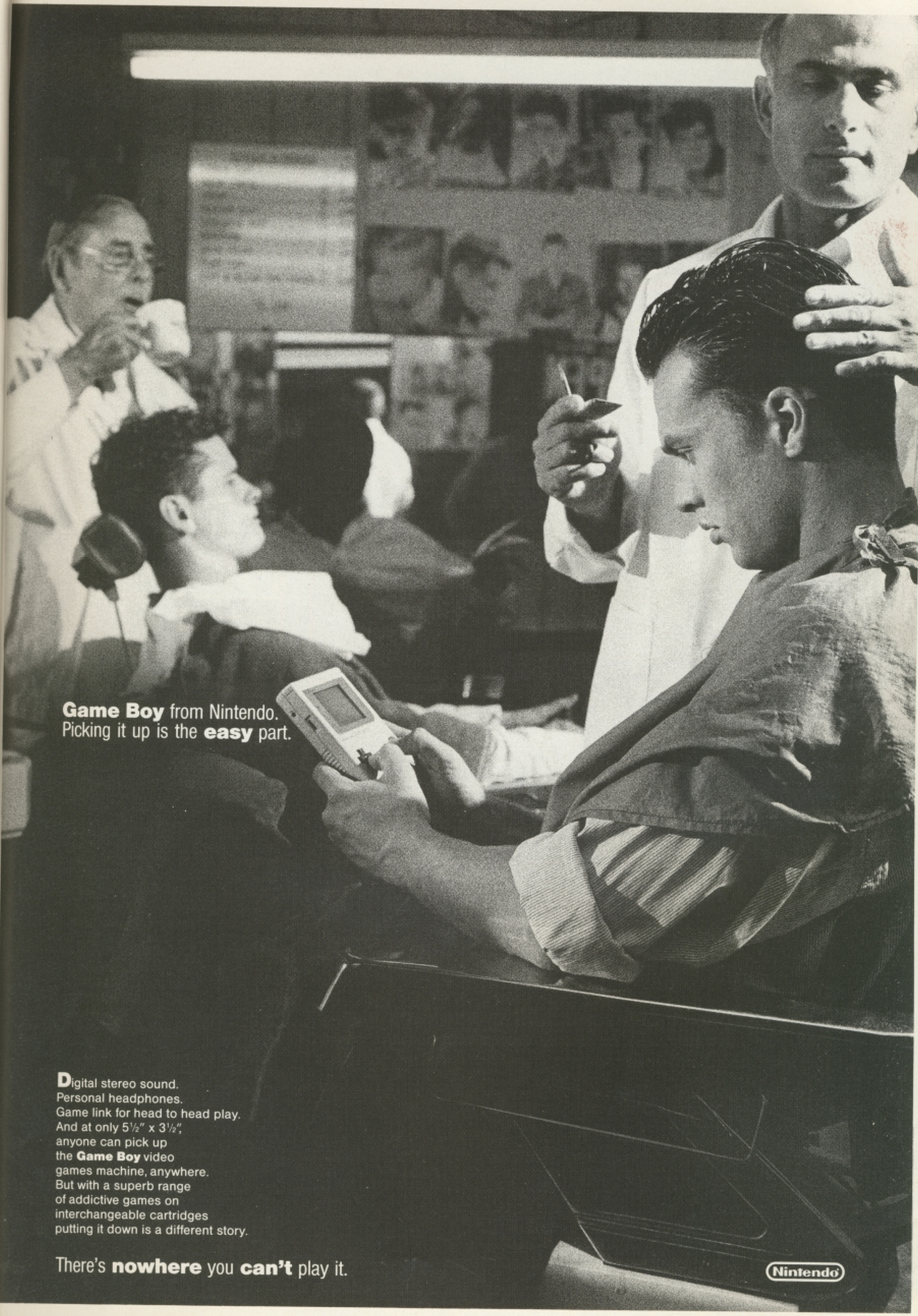
Readers of our bearded correspondent's column will doubtless have come across this one before. It's entirely devoted to 'adventure game players' (that's people whose idea of fun is to lock themselves in their bedrooms for weeks at a time typing things like N, E, E, and TAKE KEY into their computers), and the person in charge is Mandy Rodrigues who lives in Wales (probably in a cave or something). The first issue came out in June 1986 and it's been appearing once a month ever since, without missing an issue. Pretty impressive, that.

In case you're interested, *Adventure Probe* is written on an Amstrad CPC6128 (they're crap) using *Protext* software and a Citizen 120D printer. "I did try improving the overall appearance by using *Timeworks DTP* on the Atari ST," explains Mandy, "but there was a big thumbs down from the readers."



Remember that we're dealing with 'adventure game players' here. Moving swiftly past the chronically unfunny cartoon on the cover and opening the thing up reveals a mag largely made up of reviews of adventure games for a variety of computers. Light relief is provided by extensive letters pages, a help section and the odd poem. Or perhaps 'odd' isn't strong enough a word for it. Anyway, the page count comes to 48 – rather a lot for a monthly magazine, and particularly impressive when you consider that Mandy receives about 30 letters a day which all need answering. Luckily *Adventure Probe* gets plenty of help from outside contributors, mainly the readers of whom there are about 400. So, if *Probe* sounds like a good read to you, send £1.50 to Mandy at ***Adventure Probe*, 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP.** STOP




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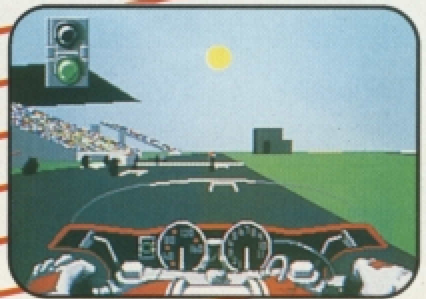

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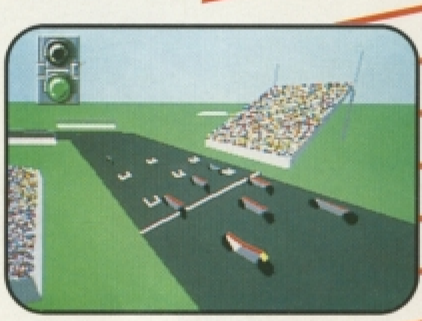
TEAM SUZUKI



TEAM SUZUKI



Screen shots from Atari ST version.

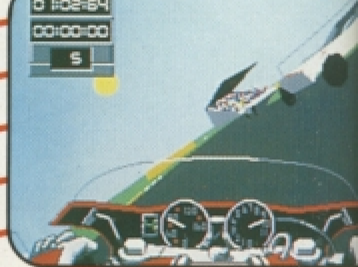






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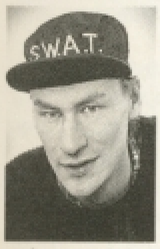
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ZERO reviews

CRITICS' CORNER

Hark! Gloria in excelsis deo! Hallelujah! 'Tis that time again. The time of elfish cheer and good spirits, of wine and turkeys' bums oozing with sage and onion stuffing, of grandparents appearing on your doorstep and giving you one of those horrible saggy, clammy kisses they're so good at. Yes, it's Christmas. The ZERO team decided to celebrate by putting on a Nativity play for all the little children...



Tim 'Drummer Boy' Ponting: Predictably, the Editor was cast in the role of the cute little drummer boy who visits the stable, beating his drum and singing 'Te-tum-te-tum-tum". Unfortunately, Tim had other ideas. He arrived on stage in his black Guns 'N' Roses lycra leggings and shaggy Bon Jovi wig, wearing lots of black eyeliner and with imitation sheep's entrails smeared around his mouth. Gone was the cute drummer boy snare drum, replaced by a hard rockin', bitchin' 80-piece DEATH kit. Tim tore viciously into a massive drum solo, so viciously in fact that his sticks broke. Desperately, he hunted around for a replacement, grabbed the nearest thing at hand, and spent the rest of his set hitting his tubs with the baby Jesus. Oh dear.



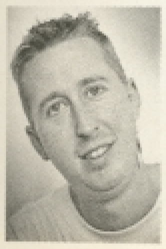
David 'McVicca' McCandless: Violent criminal offender Macca demanded that he play the sadistic King Herod in the Nativity. He also demanded that the script and 'story-line' be rewritten. "But," we argued after hearing his proposed alterations, "Herod did not chase the three wise men in his F-19 Stealth Fighter. Neither did he send a Kalasnikov-wielding bunch of special agents to nuke Nazareth. And nowhere in the Bible does it say that Joseph packed an Uzi 9mm under his vestibule to protect him from Soviet agents." But Macca was adamant, and proceeded to spray the peaceable assembly with 'hot lead'.



Lord Paul Lakin: Lord Lakin, of course, was educated at The New York School Of Dramatic Arts (ZERO's resident Mensa man was actually one of the original 'Kids From *Fame*', one of those who were in the film but never made it onto the TV series). He was cast as all three wise men after they had been rewritten by Macca as "siamese mutant ninja brainboxes". Like a true thespian, Paul decided to 'mesh together', 'flesh out' and 'research' his part, and spent many hours 'getting into character'. The night came. Paul stood in the wings. His cue came. He stepped out on stage and... was struck down by instant stage-fright. He stood there, like a pole, drooling slowly out of the side of his mouth, saying 'Shlobba-dop' once every nine seconds.



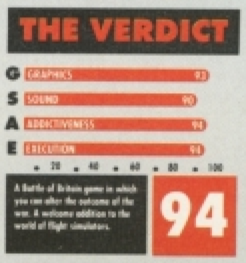
David Wilson: David was cast as Joseph, but being the salesman that he is, he saw the performance as another chance to plug the range of new Rhythm King (™) products. He tentatively approached the innkeeper. "Have you got any room for my wife, who is with child, and myself?". The innkeeper replied that he did not. "Well then," ejaculated David. "Did you know that Rhythm King, that bastion of dance records, has formed a software label?" The innkeeper replied that he did not understand. "But they've signed the Bitmaps!" The innkeeper said he didn't have time to faff about. "But they're going to promote the programmers over the publishers!! And they've signed the Bitmaps!" The innkeeper could stand the gratuitous plugging no longer and let them kip in the stable.



Duncan McDonald: No-one saw or heard from Duncan until the night of the performance. He minced on stage painted green from head to foot, with bolts in his neck and large black boots on. He shuffled around for a bit, moaning something about "buying what you plug into"(?) and "electricity". Suddenly everybody realised what the dipturd was doing. Oh God. "The three wise men brought frankincense to herald the birth of the baby Jesus, Duncan," we said, "not franken-bloody-stein!" Jeezus!

WHAT'S WHAT

Want to know how our critics score? Um... well read the following and you won't stand a hope in hell.



Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory, but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the-programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that: short. It's a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

review

RO

David Wilson* was programmed with five directives. Be polite to software companies. Work hard. Stop singing. Stop talking about cars. Review *Robocop 2*, the spanking new Special FX game of the Ocean licence. He only obeyed one. *(Unfortunately. Ed.)





ZERO HERO

Robocop 2 – if it performs as well as the first game – should help line Ocean's pockets with a fair few squidlies. Just as *Robocop 2* (the film) follows the successful formula of the first movie (but not quite as good), so *Robocop 2* (the game) offers more of the same chart topping and somewhat mindless violent action as its prequel. As a licensed computer game, it follows pretty much the same recipe as *Batman The Movie* – with a large recognisable main sprite, nicely animated, moving through complex, puzzley platform and ladder backgrounds dispatching zillions of bad guys. Between the three main levels (each in two big chunks – so's you could call them six if you wanted) there are four sub-games (er... but the latter two are harder versions of the first – so's you could call them two) to add variety to the gameplay. Progress through the whole caboodle, arresting, rescuing and maiming, and you'll get to meet the movie's master villains. At the end of level two, it's the sadistic drug baron Cain. While he tries to turn you into a sieve, you've got to dodge the bullets and feel his collar (sounds a bit kinky). On the final level, it's Robocop 2 himself you come up against – and he's the evilest mean metal mutha ever built out of 86 baked bean cans (catering size) three boxes of Meccano (Set No. 24) and lashings of sticky-backed plastic. *(And here's one I made earlier. Ed.)* And that's it really, sounds simple doesn't it? It's not!

HASSLE FACTOR: 0
As much hassle as Robocop has from woodworm (ie not very

WHAT'S WHAT

TITLE	Robocop 2
PUBLISHER	Ocean
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now

COPPO WOLF

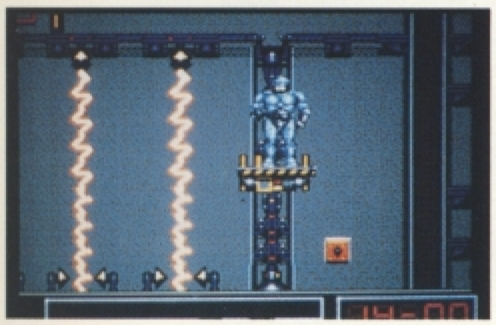
There are two sub-games in *Robocop 2* where Murph gets to hone his marksman's skills at the Rogues Gallery. Your gunsight cursor comprises a vertical and a horizontal line which 'vectors in' to pinpoint your target. The single screen represents various windowed buildings and in these and the road in front, various 'cardboard' targets pop up. Shoot the correct ones (the guys with guns, not the little children) and you'll improve your shooting skills in the next levels – the bad guys will take fewer shots to kill in relation to your accuracy. You've also got a limited amount of ammo, so use it wisely!

AMIGA

David: *Robocop* was a monster... No no, not everyone's favourite copper copper, but the computer game. It still holds the record for outselling any other computer game and featured in the lofty heights of the Gallup game chart for nigh on a year! With this pedigree, then, if you could get good odds from a bookie on *Robocop 2* becoming a rather large seller, then you'd probably amass a fortune to rival Donald Trump! I won't waste time waffling about game scenario since you should have already seen the in-depth exclusive *Under Wraps* back in our September issue. Since that time, we've all seen the movie and well, it wasn't as good as the first one was it? Still, this doesn't apply to the game, thankfully. Special FX have had the responsibility for Robocoding and a rather splendid job they've done of it too! All the team worked in some capacity or other on the previous ZERO heroed title *Midnight Resistance*, and this comes as little



ROBOCOP 2



surprise since much of the shoot 'em up action has been similarly treated: the way the main sprite moves, the way Murph fires up/down, diagonally, left, right, etc. The famous mincing Robo-walk has been faithfully reproduced and there are some neat little touches – f'rinstance at the start of a level when Murph spins his pistol before blowing away a door.

The actual settings and platform levels are again very similar to *Batman The Movie* as you move around platforms, up lifts and over conveyor belts. There's even a vat of acid for him to negotiate. Gad! I really liked it when I thought I'd found myself in a dead end room, then discovered I could punch my way through a wall into another part of the building! (Ooops! Spoilt that for everyone now, haven't I?) The graphics are really slick with accessing breaks spiced up by brilliant, digitised screens from the movie. Sound too is excellent, with machine gun blasts, explosions, digitised cries of hostages, as well as the robot noises – all effectively used.

You'll need a pretty nifty joystick to leap some of the gaps – some need pretty dàmn pixel perfect positioning, so I hope your stick isn't as crap as the one I started using! Mind you, you don't want it to be too easy do you? If you're one of those pe-pe-people who think... *(That's enough Dennis Norden impressions! Ed.)* Sorry, if you're one of the eight billion people who bought the original game, want more, want it better – or if you're into slick, mindless, blast everything in sight action, then you won't go far wrong with *Robocop 2.* (I'll buy that for a do... SNIP!)

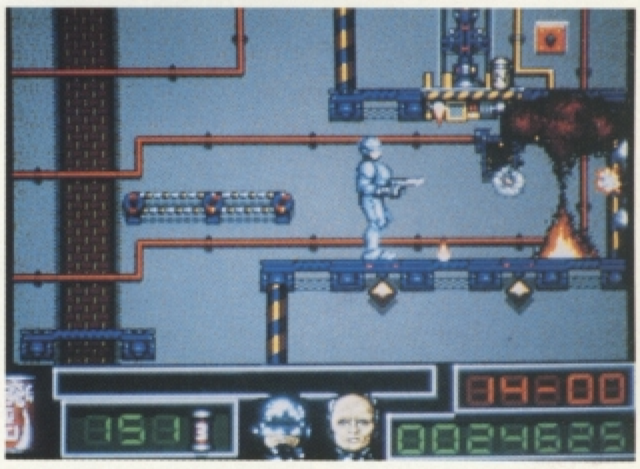
THE VERDICT

G	GRAPHICS	90
S	SOUND	90
A	ADDICTIVENESS	87
E	EXECUTION	89

• 20 • 40 • 60 • 80 • 100

Mean talking, wibbly walking, mutha blasting, gun slinging action all the way!

90



One of Cain's henchmen demonstrates the dangers of a staple diet of vegetable vindaloo within reach of a naked flame.



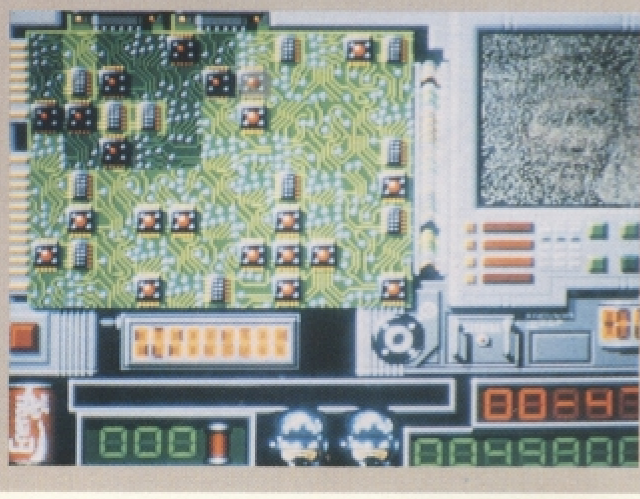
Robocop shoots one of the biker nasties in the kawasaki. (Could be painful!)



MEMORIES ARE MADE OF THIS

Memory can be a funny old thing, can't it? It can 'serve you right' or it can let you down a lot (especially if you're Mo Butcher – she keeps thinking Mike Reid is a council worker and not her son). (Mind you if my son was such a crap actor I'd probably pretend I thought he was a council worker too.) Anyway, Robocop is also plagued by memory problems. When lovely ol' PC Murphy the married-with-kids plod was rather gratuitously shot to ribbons, the nefarious and corrupt OCP tried to erase his memory and turn him into a computerised law enforcement machine. But lurking in the metallic recesses of his cerebellum were little snippets of Murphy's former life. Throughout both the original film and the sequel, Murph is trying to piece together his former self.

This is recreated in one of *Robocop 2's* sub-games, where you set about linking components of a circuit board. Succeed and you'll be rewarded with a digitised pic of your missus. (Aaah!) (I'd just like to know what Murphy hopes to gain from this. I mean, what's the point? His wife isn't going to fancy a seven foot part android with half a bald face who feeds off baby food. Ho hum.)



review

NINE LIVES



Nine Lives: part platform, all feline...

Paul: At times the ZERO offices are a bit like an offshoot of the Cat Protection League – so there was a lot of competition to get to review *Nine Lives*. I'm often accused of making catty remarks, so that must mean people think I'm the biggest cat fan. *(Well not exactly. Ed.)* So I sat down with my tin of Whiskas and bowl of milk to have a look at the game.

At heart, *Nine Lives* is a traditional platform game. Armed with only a ball of wool and a cat's ration of lives, Bob Cat (not Tom?) has to leap and claw his way past puzzles, traps, bonuses and more screens than you can shake a fur ball at. All to rescue his (feline) lady love.



However, if the basic game is fairly run of the mill, it does at least have a fairly original look...

The graphics are very cartoony, as is the humour. If Bob misses his jump then he looks down in surprise, waves goodbye and plummets. There are also cigarettes that Bob goes for like a Beagle in a laboratory; with much the same results. The opponents include bulldogs, jack in the boxes and Bugs Bunny style rabbits.

Yet despite all this, *Nine Lives* falls slightly flat. Okay, so it's charmingly cutesy but that tends to be the way with platform games. The cartoony graphics are nice but not really exceptional. There's nothing outstandingly new here, just a fairly well put together platform game.

GRAPHICS	80	ADDICTIVENESS	82	OVERALL 79
SOUND	72	EXECUTION	79	

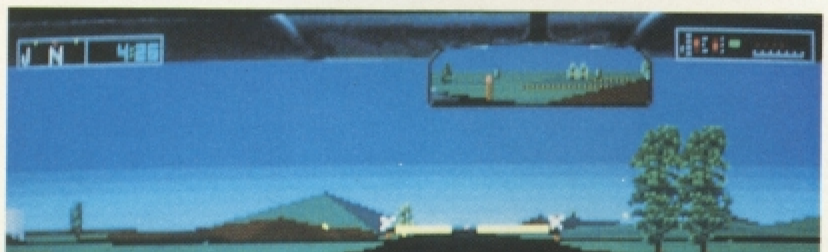
WHAT'S WHAT

TITLE	Nine Lives
PUBLISHER	Arc
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now

TEST DRIVE III: THE PASSION

David: The original *Test Drive* came free with our ST and we played it to bits. It was great fun, despite corny messages, dodgy collision detection and somewhat limited locations. Nevertheless, the original proved a commercial success and Accolade expanded upon this by adding scenery disks and eventually *Test Drive II: The Duel*. Unfortunately, neither of these games were much cop in their PC incarnations. Now here's *Test Drive III: The Passion* and it's aiming to rectify all the probs with the earlier games (especially the ropey PC versions) plus pinching all the recent innovations from other games in this genre – specifically complete freedom to drive anywhere on the course (over mountains, through lakes etc.), various camera viewpoints and crash replays.

The PC version now has very pretty VGA graphics, nice digitised pics of cops and cars and three new exotic dream machines to drive – the Chevrolet CERV III, the Lamborghini DIABLO, and the Pininfarina MYTHOS. As well as these new spankier cars, groovier graphics, replays and viewpoints, *TDIII* also offers darkness (use headlights) bad weather (use your wipers) and a runny nose (use a kleenex).



Now was it left or right at this junction, dear? Or straight on?

Personally, I found the control system very tricky to master and the replay viewpoints tricky to manipulate in such a way as to ensure that your view remained unobstructed by buildings, mountains etc. The graphics are also a tad on the jerky side. Still, this control system is much the same as the earlier games, so if you've mastered this and enjoyed the former games, then you'll welcome *TDIII* with open arms. It's good on the PC – but not that good (when compared to *Indy 500* for example). But if the ST and Amiga versions are unfeasibly better than the PC version (as was the case for *TDI* and *II*) then they'll be the babies I'm looking forward to. STOP



I don't think it was straight on...

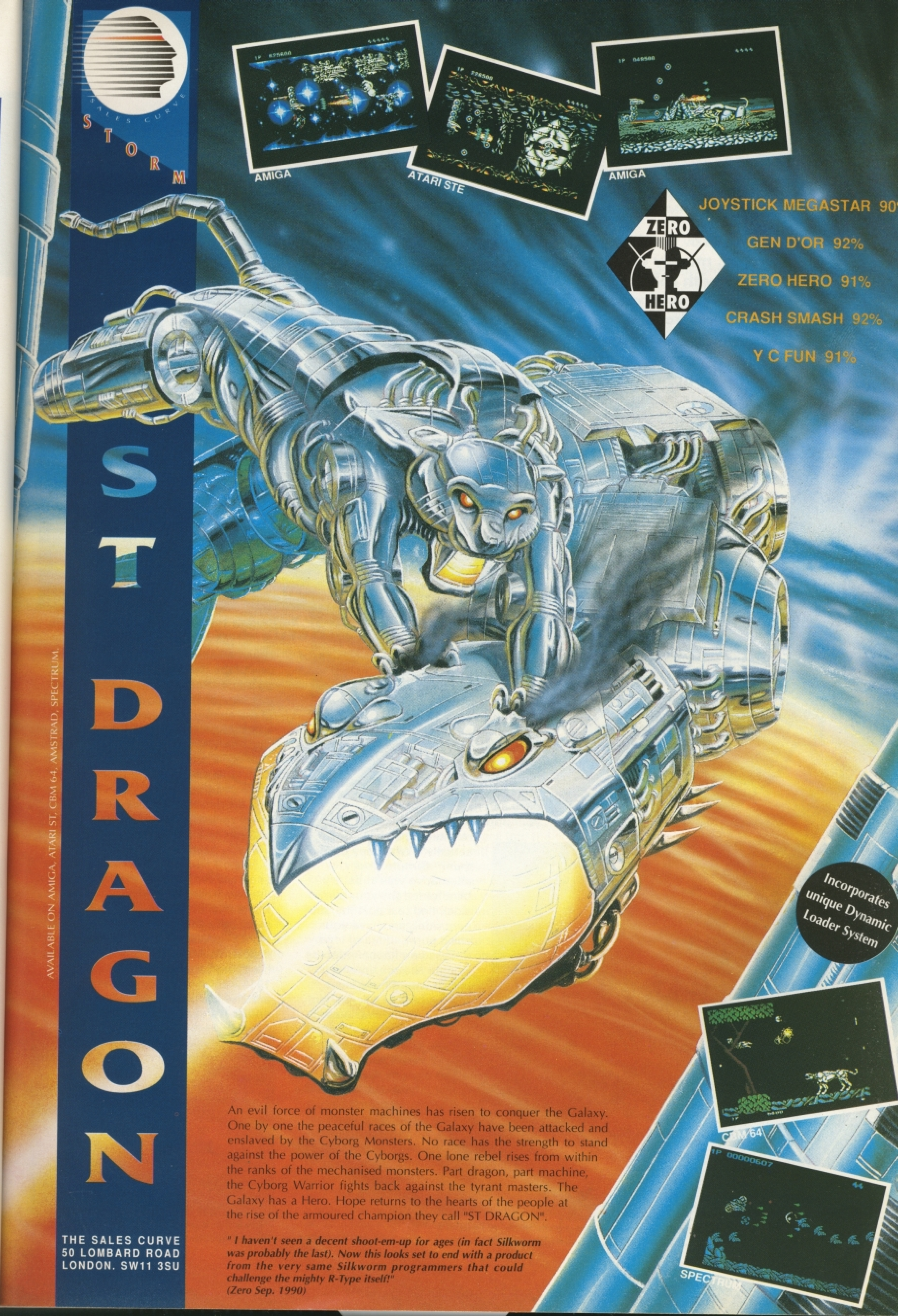
GRAPHICS	84	ADDICTIVENESS	83	OVERALL 84
SOUND	69	EXECUTION	82	

WHAT'S WHAT

TITLE	Test Drive III
PUBLISHER	Accolade
PRICE	PC £29.99/ST tba Amiga £24.99
FORMAT	ST/Amiga/PC
RELEASED	PC: Out now/ST: tba Amiga: February

feline...

OVERALL 79

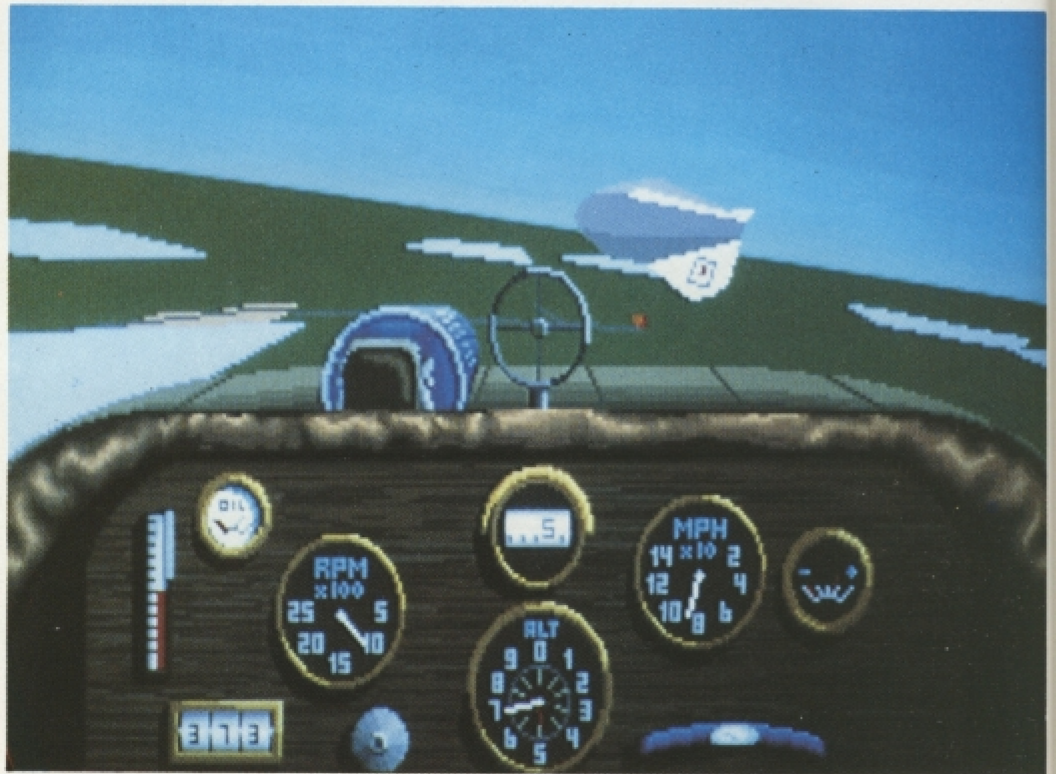


review

KNIGHTS OF THE

France, 1916. On the ground, muddy quags filled with rolls of barbed wire and dead bodies. In the air, giant tractors firing at one another and dropping bricks out of their 'cockpits'. Yes, it's the First World War – and MicroProse have got into the action with *Knights Of The Sky*. *Duncan MacDonald* has a peek.

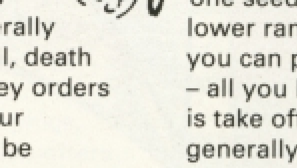
ZERO HERO



Cripes! A balloon! It must be 'Stinky' Berkman's leaving do or something. I know what I'll do – shoot it down. What a wizard japester I am!



The First World War, eh? Not a lot of fun for a foot soldier. You had to sit for weeks on end in cold muddy ditches, cultivating severe doses of trench-foot and diarrhoea while exploding shells and clouds of gas fell onto you from the sky. Then, every so often, just to make life a little more interesting, you'd be ordered to leap out of your ditch and make a run towards your opponents – which generally resulted in, er, well, death actually. "Why obey orders then?" Simple. Your alternative was to be blindfolded (by your own side), tied to a post (by your own side), and have your chest pumped full of lead (unless you happened to be Brigitte Nielsen, in which case it would have been pumped full of silicon). No, the First World War wasn't much fun at all – unless, of course, you were a pilot. Then it was a hoot. Not only was it exciting, but if you were any good at it, you'd be treated like a film star every time you came back from a sortie with a couple of notches on your cannons. And this is exactly what happens when you play *Knights Of The Sky*.



From the main menu you get to choose World War One, Dogfight Encounters, Flight Training or (if you have a modem or two PC's and a hook-up cable), Head To Head. Flight Training is just what it says – you get to pick any one of the twenty planes available and go on missions. You can choose to be indestructible and you can alter the skill of the enemy, plus you can choose exactly which of the allied air bases you wish to take off from. Dogfight Encounters is, again, just what it says. There's a library of 16 fighter aces (from the number one seeded Red Baron to the rather lower ranked Jeremy Von Beadle) and you can pick any of them to have a go at – all you have to do, once in your plane, is take off and find them (although they generally tend to find you first, seeing as they're circling your airfield).

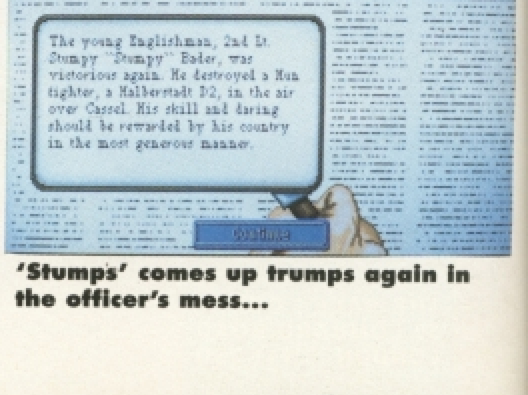


Hurrah! The red cross have come to our aid. Haven't they?

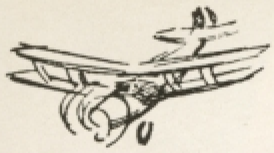
All this, of course, is just practice, so eventually you're going to want to get stuck into World War One, the game proper. You're a pilot who's just started his flying career in the late Spring of 1916 – enter your name into the roster and the fun begins. Being a new arrival – and as it's early days – you're kitted out

WHAT'S WHAT

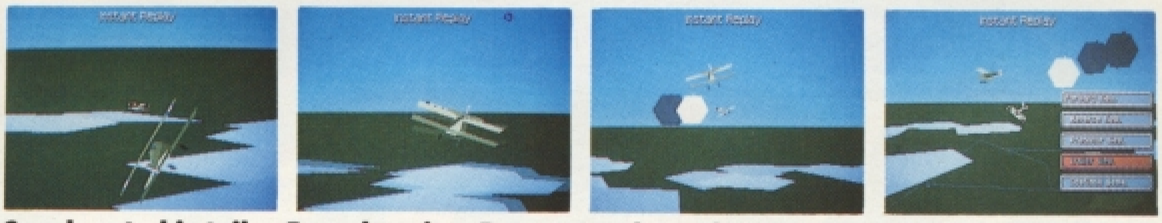
TITLE	Knights Of The Sky
PUBLISHER	MicroProse
PRICE	£39.99/tba
FORMAT	PC/ST & Amiga
RELEASED	December/late 1991



'Stumps' comes up trumps again in the officer's mess...



SKY



Sneak onto his tail... Easy does it... Rata-tat-tat! Another Hun bites the crumpet! (Eh?)

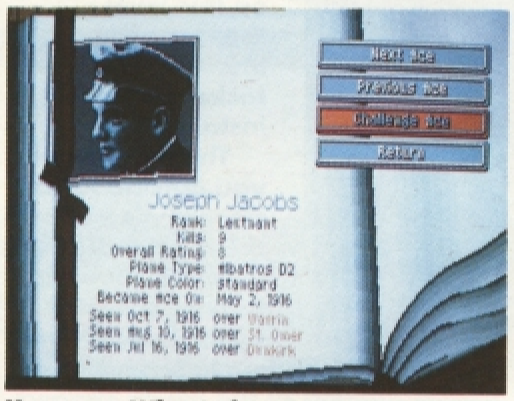
not with the best plane the world has ever known, but one of the very worst. It's an absolute chunder-bucket of a crate with about the same aerodynamic qualities as an anvil welded onto a tractor. It's a De Havilland DH2. If you want a better plane than the DH2 you have to earn it by going on missions, and as often as not they're bombing missions. Yup, you're in charge of not just a crap fighter plane, but a crap bomber as well. Study the map of the area and you'll be shown your mission route and objective (this map, by the way, can be summoned up at any point during the game – which is quite handy as without an autopilot it's very easy to get lost).

Complete your mission and it's "head back to base" time, where you have to somehow get your wizard kite/tractor/anvil back down onto the ground again. Having done this you'll be whisked into a host of still-screens depicting such things as you at a dinner party being chatted up by a First World War fighter-pilot groupie; or a newspaper front page with text referring to either your heroic deeds or the deeds of other allied aces; or your mechanic telling you about certain German planes which ought to be avoided (if you're still flying the De Havilland Anvil).

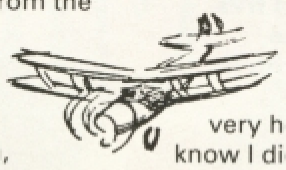
At the end of each mission (as long as you've notched up five or more air kills) you're also given the chance to challenge a German ace to a dogfight – great for bolstering a flagging score, and just like Dogfight Encounters from the main menu – except you can't choose any plane you want and you have to fly to your opponent's airfield (which is sometimes a long way off). Oh, and the reverse also applies: if you're doing rather well, an enemy ace might challenge you to a dogfight – but there is a 'chicken out' option if you think he's just a little bit too 'tasty'. As your kill rate and completed mission numbers rise, so do you, from the rank of corporal upwards – and there are loads of the now obligatory medals to be won for "valour beyond the normal course of duty" etc.

For added spice, and to keep you on your toes, there's a 'top ten' which contains the names of allied and enemy pilots. Each time you finish a mission this is updated, and the general idea is for you to keep yourself in the number one slot – unless, of course, you're a double agent. Not so hard to begin with – but as time progresses and more experienced pilots (in increasingly sophisticated aircraft) join the fray you can easily start to take the slippery slide down into the fighter ace dumper.

Dunc: Eeeeooooww! Rat-a-tat-a-tat-a-tat! Yahoo, downed a Boche kite! That, basically, sums up *Knights Of The Sky*. Seat of the pants stuff and totally gripping. I could leave it at that, but there's quite a bit of space to fill, so I'd better continue. Er. Atmosphere. That's what makes or breaks a game, isn't it. Well, the way this game's been slotted together means that it's absolutely dripping with the stuff. The 'easy access' dogfight option on the



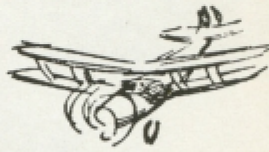
Hmmm... What's for supper... Joseph Jacobs on toast would be chipper!



front end is all good and well, but once you get stuck into the main event you tend to get very hooked extremely quickly. I know I did. The fact that there's a calender ticking away is one of the things that does the trick: after completing a mission there's an onus on you to get your plane back to the airfield you started from – because otherwise you 'lose' a couple of days getting returned to your squadron, in which time your allied chums and Hun adversaries will have notched up more kills – and this won't do much for your placing on the Top Ace high score table. The end of mission 'stills' add to the atmosphere too, and include valuable hints about the whereabouts of certain Boche aces and the type of plane they're flying.

The polygon graphics in the main game are rather brill, as you'll be able to see from the screenshots – lots of detail both in the air and on the ground, and the exterior views of the plane(s) are, as you'd expect from MicroProse, rather nifty as well. Function keys one through ten give you all the views you need, including the reverse tactical view, whereby you cycle through close-up shots of the surrounding enemy aircraft (if there are any). It's a 3-D radar really, isn't it. I've got one little moan though. It's about the animation – a bit on the jerky side. Still, once gripped by the aforementioned atmosphere, you don't tend to notice it too much (unless you've got a crap PC of course). Yup, as I said at the beginning, *Knights Of The Sky* is rather brilliant stuff – and not the sort of game you'll be bored of within a week. Now, if I can just get Binky Farquarson to swap his Sopwith Snipe for my De Havilland Traction Engine...

HASSLE FACTOR: 3
A bit of faffing with disks



THE VERDICT

G	GRAPHICS	90
S	SOUND	82
A	ADDICTIVENESS	94
E	EXECUTION	92

• 20 • 40 • 60 • 80 • 100

An atmospheric and rather wizard World War One 'kite' simulator. Unmissable if you're a 'seat of your pants' man.

91



Blimey! A very large orange motorway with Ack Ack emplacements! This must be the M42!

STOP

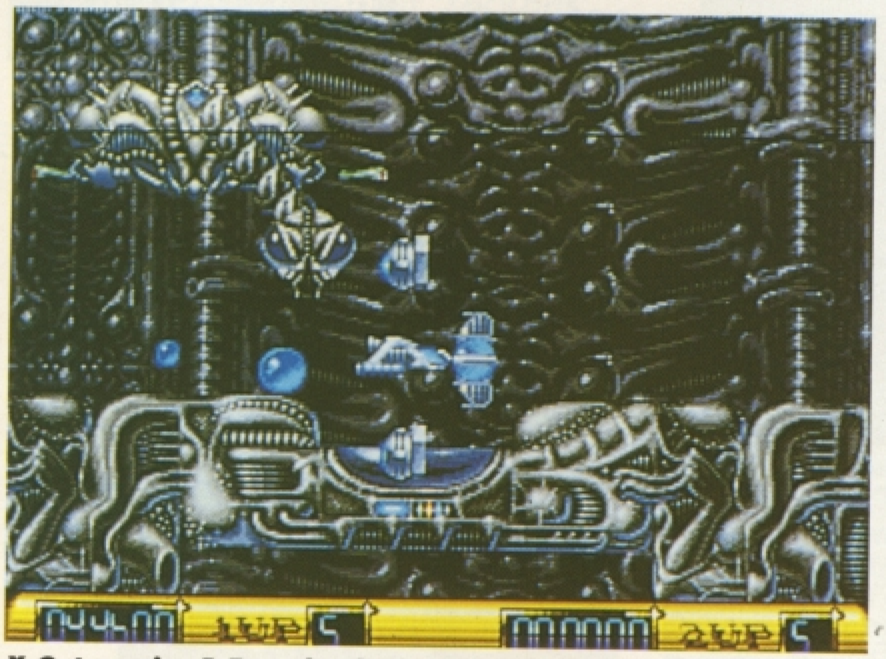
review

Z-OUT

The 'brat pack' of shoot 'em ups – *R-Type, Denaris, X-Out, Blood Money* – are soon to have a new member with *Z-Out*. Or are they? *David McCandless* went all giggly and hung *Z-Out* posters all over his walls (and then shot himself for writing such a crap intro)...



Noooo! It's the attack of the green slimy alien table lamp stands!



***X-Out* marries *R-Type*, but has an affair with *Denaris*. Result – an inbred lovechild called *Z-Out*.**

If I came up to you in the street and said that this game is a left to right shoot 'em-up, featuring manic spirals of relentless aliens, rows upon rows of armoured gun turrets, bizarre fiends jumping along the bottom of the screen and those little floaty icons that endow you with extra fire power – you'd probably shout something like, "Help! Police! Who is this dipturd?"

But that's what *Z-Out's* all about. Death. Wholesale carnage. Annihilation on a grand scale. Six levels of sheer blood-letting and dismembered body parts.

Level one is the sci-fi level, backdropped with electronic components and hi-tech bits and bobs. Lots of little robotic ships loop about the shop, while ranks of gun turrets spew their bullets skyward. By complete contrast, on level two it's pony tails and lime green cords time. Yes, it's the 'green' level. Foliage, flora, fauna and flowers – they're all here. Also guest starring on this level – those massive metal conduits and rocket launching installations.

The third takes you outside for a panoramic view of the alien world. Gasp! at the gravity defying upside mountains. Scream! at the slime laden nasties. Breath deeply! at the pretty shaded backdrop! Think carefully! about your next sentence. Er... level five takes a resin-encrusted, slime smeared page from *Alien*, with its bio-mechanical walls and platforms. Lots of chest bursting, face hugging, double jawed fun here.

Level six is the ultimate confrontation. It's just one big BIG B.I.G. mother nasty. The biggest ever. At least eight screens of pulsating alien flesh. You must dive in and out, around and about, up and down (just like the third level of *R-Type* in fact).

WHAT'S WHAT

TITLE	Z-Out
PUBLISHER	Rainbow Arts
PRICE	£19.99
FORMAT	ST/Amiga
RELEASED	Out now



Mama – there's a dirty great alien gun emplacement making eyes at me.

AMIGA A

Macca: *R-Type* is the first thing that springs to mind when you play this game. Then as you get further, it keeps bouncing about your brain. *R-Type, R-Type* – this game is just like *R-Type*. And then you think, yeah, but *X-Out* was pretty similar to *R-Type* too. But then *Z-Out* doesn't have any of *X-Out's* endearing features; you remember, the ability to define your ship before you started and that slightly 'off the wall' underwater setting, all that.

Just like *X-Out*, *Z* is hard. Okay, I know. I know that. In fact, for your information, the reason why I couldn't progress more than three pixels into the first level is because I let the game beat me.

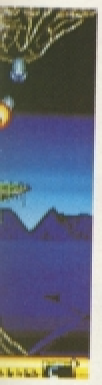
HASSLE FACTOR: 0
No alien-ation

Okay? Yeah, so the endless succession of alien scum had a hand, and so did the biggest blitter bast ever who was waiting at the end of the level. But I let the game beat me, okay? *(It's quite hard. Ed.)*

The graphics, though, are su-bloomin'-perb. If you imagine the old *R-Type* primeval pixels jiggled about and 'remixed' with a 90's feel then you'll have some idea of *Z-Out's* graphics. Each level is very stylish, very colourful, very um, full bodied, yah? It seems a shame to ionise all the pretty aliens at times, but it has to be done. Sigh. Sound too is excellent, especially the atmospheric title music.

It may be the sequel, but *Z-Out* is less like *X-Out* and more like *R-Type*. No, it's more a hybrid of the two. If *X-Out* and *R-Type* got married and had babies, *Z-Out* would be like their baby son, with the characteristics of both. In fact *Z-Out* could probably appear on 'Stars In Their Eyes' and beat that Shirley Bassey woman with its impression of *R-Type*. *(Eh? Ed.)* They both have the same ship design, same swirls of aliens, same power ups, same end of level mother-muthas. Which is sad really, since everybody seems to be getting bored of these left to right, extra weaponry clones. Me especially. STOP

GRAPHICS 88	ADDICTIVENESS 79	OVERALL 82	
SOUND 80	EXECUTION 85		



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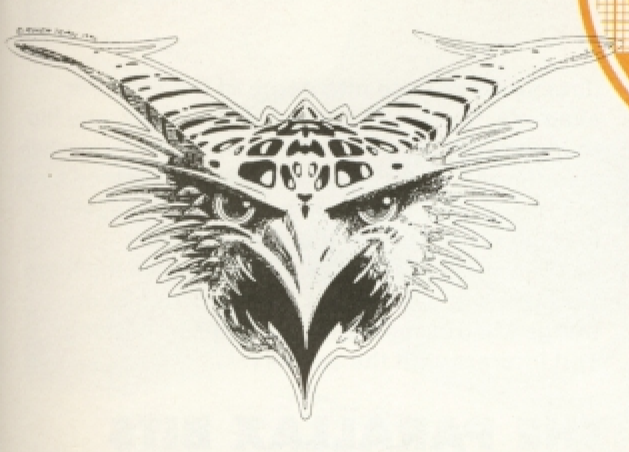
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STOP

ERALL
32

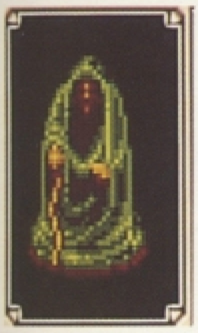






OBITUS

When it comes to matters close to the Elfinbuttock heart, there's no finer adventurer than David 'Give us a sword and I'll stab it' Wilson. So heaven only knows why we sent *Tim Ponting* to check out Psygnosis' brand new RPG...



Liverpool, in the land of Engeland in the Kingdom of Thatch. The rain was driving down across the open expanse of the dock area, chilling the balding Warrelock Ponting to his very giblets. "Furumpf," thought the wily old Mage, "methinks the Fellowship of Psygnosis must be hereabouts. Wherefore otherwise shouldst the hackney carriage have deposited me in this gloomy dell?"

Across the muddy road, he could see a glass dome with a single door. Marching purposefully in, the Wizard began to ascend a winding stair. At the top landing, he noticed a large sliding metal door. "By the eternal cufflinks of the horny one, why in buggeration didn't I use the lift," he muttered testily. Marching ever onwards, he warily skirted the bold iconography on the walls. "I see the hand of a tormented soul in these dread scratchings. Not since the last Asia album sleeve have I witnessed such odorous graphic representation." At the end of the long corridor was a door labelled 'Psygnosis'. "Why I know not, but this must be the place I have sought these past ten minutes," announced the gnarled old sorcerer. Trembling with febrile anticipation, he uttered Great Words Of Opening to the mysterious portal.

"Hello, it's ZERO magazine here."

WHAT'S WHAT

TITLE	Obitus
PUBLISHER	Psygnosis
PRICE	£34.99*
FORMAT	Amiga/ST to follow
RELEASED	Out now

*Includes yet another Roger Dean designer T-shirt. Yuk!

FINGER CLICKING GOOD



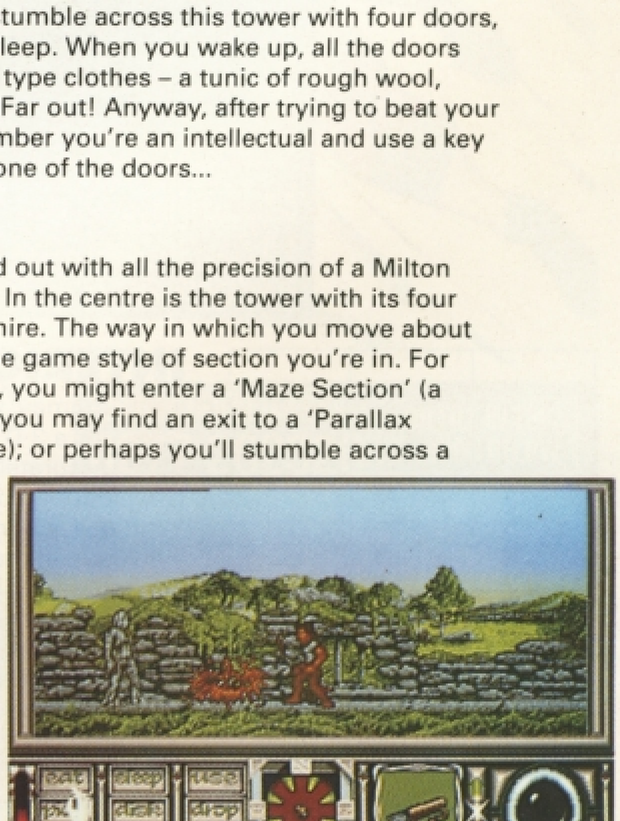
1. **Energy Bar:** If you're carrying too much or take a hit, the level drops. You need food to keep you going.
2. **The Icons:** Nine of 'em; Eat, Pick, Talk, Sleep, Disk, Pause, Use, Drop and Info. If you can't guess what they do then you're probably very thick.
3. **Direction Indicator:** As you walk about, this shows your position and highlights available exits from the location. When the little figure's in the middle, you're at a junction. As you leave it, the figure will march off in one of the eight directions.
4. **Active Window:** Shows the item presently selected, in this case a rather pretty quiver of arrows.
5. **Something Very Odd:** This, um, crystal bally sort of thing flashes when there's extra info available about an item. It also prompts disk swopping.

HISTORY

I bet that's whetted your appetites for the scenario details, eh? You play a chap called Wil Mason, on his way home from lecturing Medieval history to a bunch of 'mature students'. You're feeling a bit dozy and absent-mindedly drive your Volvo into a ditch. What it is to be an intellectual. Anyway, in the dark you suddenly stumble across this tower with four doors, pop inside to investigate and fall asleep. When you wake up, all the doors are locked and you're wearing RPG type clothes – a tunic of rough wool, leather codpiece, that sort of thing. Far out! Anyway, after trying to beat your way out for half an hour, you remember you're an intellectual and use a key you find lying on the floor to open one of the doors...

GEOGRAPHY

The world of Middlemere is laid out with all the precision of a Milton Keynes Town Planning Office. In the centre is the tower with its four doors, each opening onto a Shire. The way in which you move about Middlemere varies depending on the game style of section you're in. For example, when you leave the tower, you might enter a 'Maze Section' (a forest). At some place in the forest, you may find an exit to a 'Parallax Section' (a country road for instance); or perhaps you'll stumble across a castle, and enter an 'Interior Section'. They're all very different in the way you interact with the scenery, but are realistically mapped in relation to one another. Landmarks you may see in the background during Parallax Sections may crop up as an Interior Section later in the game; they're all spatially related in such a way as to make moving about the world quite intuitive.



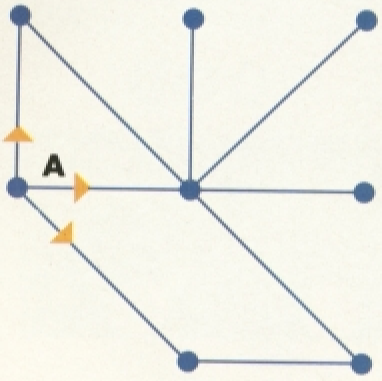


A-MAZE-ING GRACE

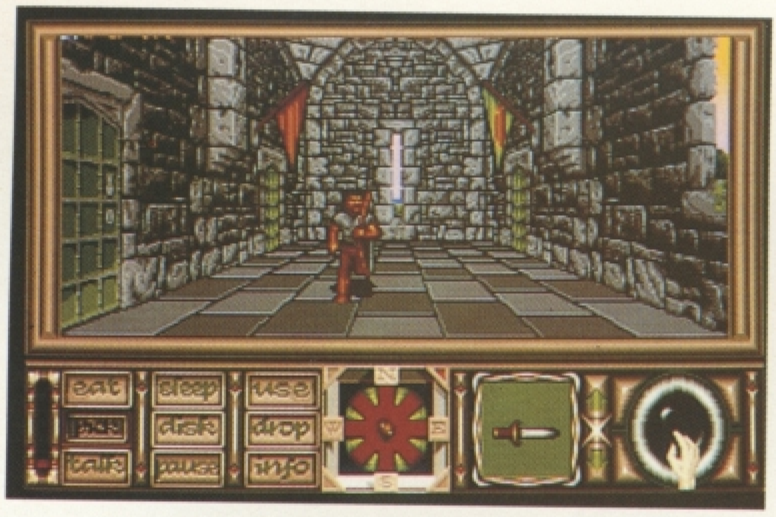
The maze sections may look a bit like *Dungeon Master* but they play in a completely different way that's almost impossible to describe. Perhaps a picture will help.

For example, say you're at location 'A' (a clearing in a forest). There are exits to the N, E and SE. You can spin around on the spot freely using the joystick: it's a first person perspective and as you turn, the scenery scrolls completely smoothly. If you choose to go East, turn to face down that path and push up on the joystick. You begin to move 'into the screen', again completely smoothly. There's no jerkiness, no artificial square-by-square updating, just free-flowing movement. Once at the next junction, you can spin around and head off another way. Unless, of course, a rabid wolf has confronted you and decided it's lunchtime. Graphically, it's stunning; and in terms of gameplay, it pees all over the old *DM* system because it's so fast and intuitive.

You interact with the scenery by means of the cluster of icons at the bottom of the screen. Fighting, picking up gear, sleeping, it's all achieved using the 'hand' 'n' icon system.



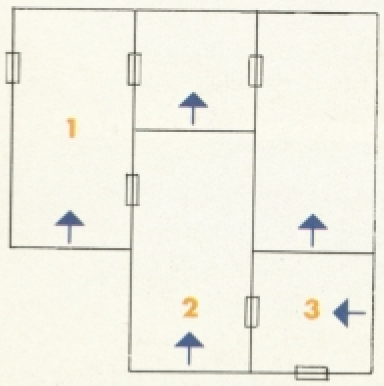
A Picture



INTERIOR DECORATION

Berlimey, yet another game style. This time it's a 3-D external perspective scaled accurately for depth. That's clear, isn't it? Oh, alright then. Let's try another picture.

Right, you're inside a castle in room 1. You're viewing it in the direction shown by the arrow. Say your character enters by the door on the the left and turns to face you; it will grow in size as it gets nearer, running up the perspective lines. Go out of the nearer door on the right, and the view flips to room 2. Once again, your character becomes small and grows as it moves towards you. Now this system, though graphically attractive, has a major drawback. What if there's an exit in either of the end walls as opposed to the sides? The programmer has got round this by incorporating a directional change into some of the flips. For example, if you exit room 2 on the right, you fli to a view of room 3; but the direction of view ha also flipped by 90°. So the door you entered by in front of you. It sounds confusing but again is incredibly intuitive in the way it plays.



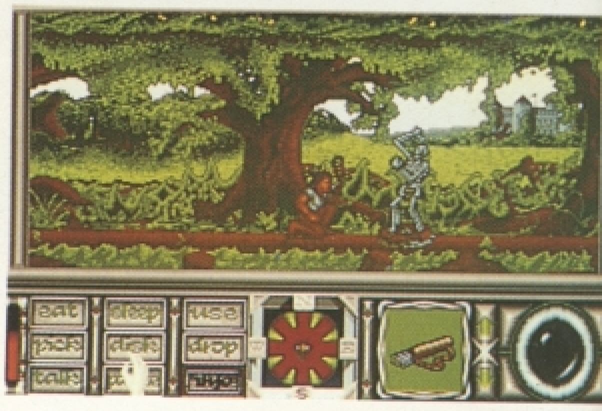
Another Picture

Everything else in this bit plays like the Maz Section. You manipulate the icons to pick up things (distressed maidens, that sort of thing) and interact with the scenery.

THE PARALLAX BITS

In this section, your character runs right or lef over a horizontally scrolling background, shooting baddies who run on screen, pop out of trees etc. As the brighter readers may have already realised, this section features full paralla scrolling and is as smooth as extremely expensive lavatory paper.

Incidentally, any arrows you use or energy you lose during these sections are carried over into the other parts of the game. So although the parallax bits are fairly incidental to the adventure itself, you have to play them carefully. Otherwise you'll pop up at some unfriendly knight's castle armed with a magic toothbrush and an empty quiver.



BIG OR WHAT

Squeezed onto the two disks (Amiga) will be a massive game area encompassing the all four Shires, two per disk. In other words, hardly any swopping. There'll be over 400 characters to meet along the way, hundreds of objects like gems, rings and spells, and squillions of locations. The whole game has been carefully devised to play as 'realistically' as possible; not only are the three game styles smooth and fast, but there are also loads of little features that add to the fun. For example, there's a mine (a Maze Section) where as you get further from the entrance, the light gradually dwindles. Um... Anyone seen a torch lying around? And everything you do affects the way the characters you meet interact. Kill a knight of one Shire and the next geezer you meet may chat to you quite happily. On the other hand, he might just stick a rather large poniard in your gizzard.

It's not entirely surprising that *Obitus* promises so much, seeing as the team that has designed it put together the smash hit *The Krystal*. Only the final gameplay will reveal whether it works as an adventure. But the system itself gives it a pretty good head start... STOP

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Monsters, aliens and superheroes. Pick up a GX4000 console and you'll really have your hands full.

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The console comes complete with a mains adaptor and two paddle control units designed to put you in the driving seat. Which is where you'll need to be with the ROM cartridge that comes free: the high-speed car game "Burnin' Rubber." But perhaps the most exciting thing about the Amstrad GX4000 is the price, a very down to earth £99.00.

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AMSTRAD

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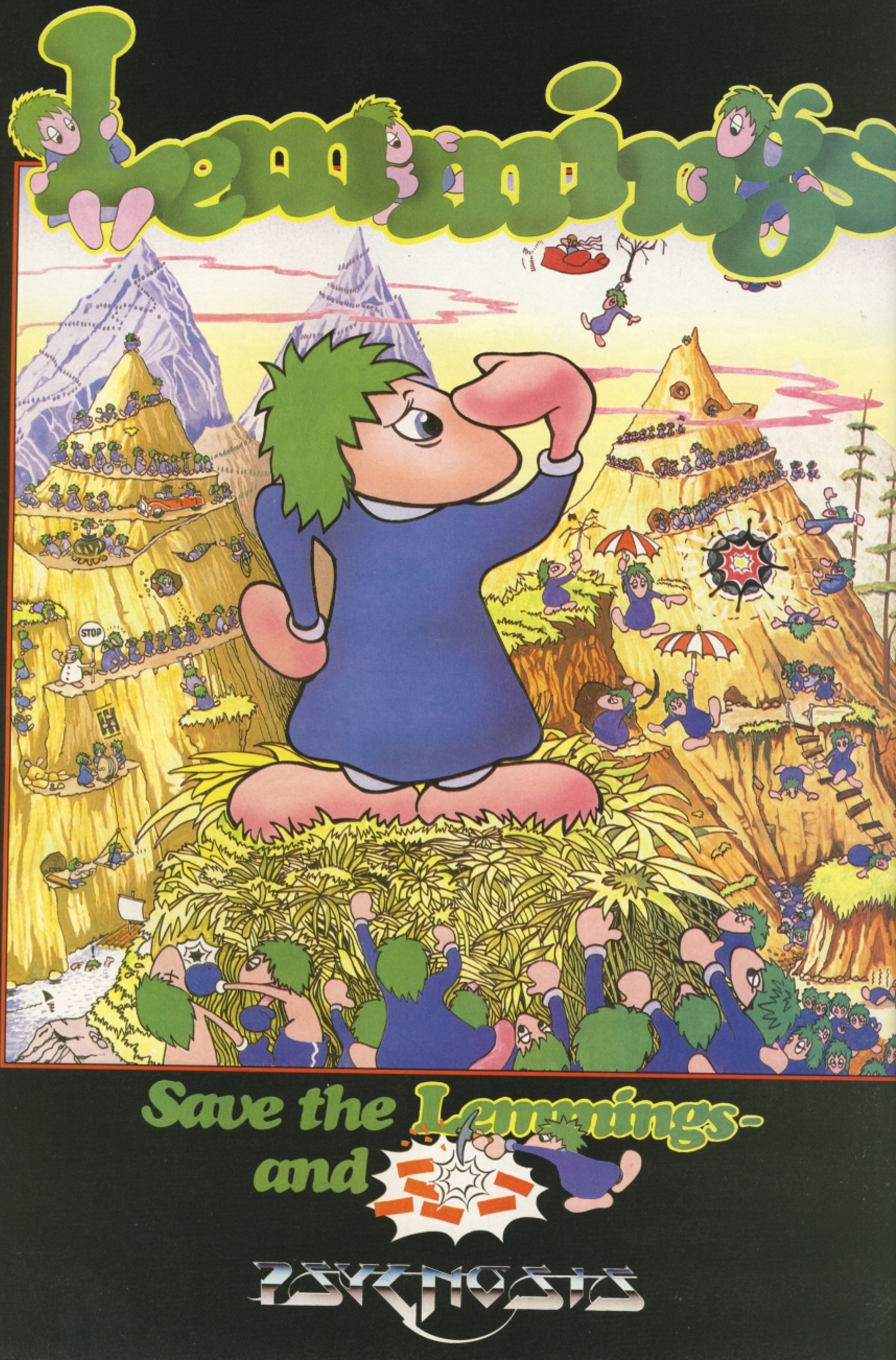
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Lemmings
STOP
Save the Lemmings-
and
PSYGNOSIS



TOYOTA CELICA GT RALLY



Norweigian driver Torvi Hanikksen on a relaxing holiday in Mexico (olé!).

We couldn't find anyone who's both a talented reviewer and a skilled driver, so instead here's *Jonathan Davies.* (He's neither one nor the other really.)

Seat-belts are funny old things, aren't they? For a start they're different in just about every car you climb into. And then there's that embarrassing moment when the occupants of both front seats attempt to plug in their belts at the same time. They can't, of course, so they both withdraw to allow the other person to go first. The other person won't have any of it, and insists on waiting till last. And so it goes on.

Luckily, in Gremlin's latest driving game all the hard work is done for you. You're sitting safely buckled into the driving seat of a Toyota and all ready to go rallying. Gremlin, you see, have been fortunate enough to pick up the exclusive licence to, erm, Toyotas, which means that's what you've been landed with. Bad news? Not at all. Although the word 'Toyota' is normally synonymous with images of a light blue S-reg Corolla, in reality you're presented with a gleaming new Celica GT4 which looks more like a space ship than a car (except that space ships don't usually have sixteen spot lights and cigarette adverts all over them).

Hang on, though. Before you set off there are the usual options to run through (as well as joystick/mouse etc, you can also choose to practice individual courses if you don't fancy running through them all in sequence). And then there's your co-driver. Like it or not, you're supplied with the digitised equivalent of Auntie Vera who sits in the passenger seat giving you useful advice. Although this doesn't extend past shouting 'left', 'hard right' and so on as corners approach, it's actually quite handy (in fact, essential) to know what's coming up, especially when visibility's a bit dodgy. But before any of that can happen, you'll have to work your way through a plan view of the course, marking on the points at which you'd like these warnings. This is actually quite a time-consuming business, so it's nice to know that there's an option to get the computer to do all this for you, although at the cost of a few seconds of time penalty.

Right, off you go then. You'll notice that the game kicks off in England, so there isn't much in the way of harsh weather conditions to worry about (just the odd spot of rain). Later on, however, you'll have everything from sand to snow to contend with (in Mexico and Norway), so just watch it.



Mexican driver Willy Lopez on a relaxing holiday in Norway (hurdi ho!).

WHAT'S WHAT

TITLE	**Toyota GT Rally**
PUBLISHER	**Gremlin**
PRICE	**£24.99**
FORMAT	**ST/Amiga**
RELEASED	**End of November**

Jonathan: I can't even begin to imagine what people see in driving fast, expensive cars at high speed around wet, muddy courses. Ordinary B-roads, even in broad daylight, are enough to give me the willies, and I tend to prefer parking as close as possible to the motorway exit and walking the rest of the way. So while loading up this one I had more butterflies in my stomach than you could paint a fence with.

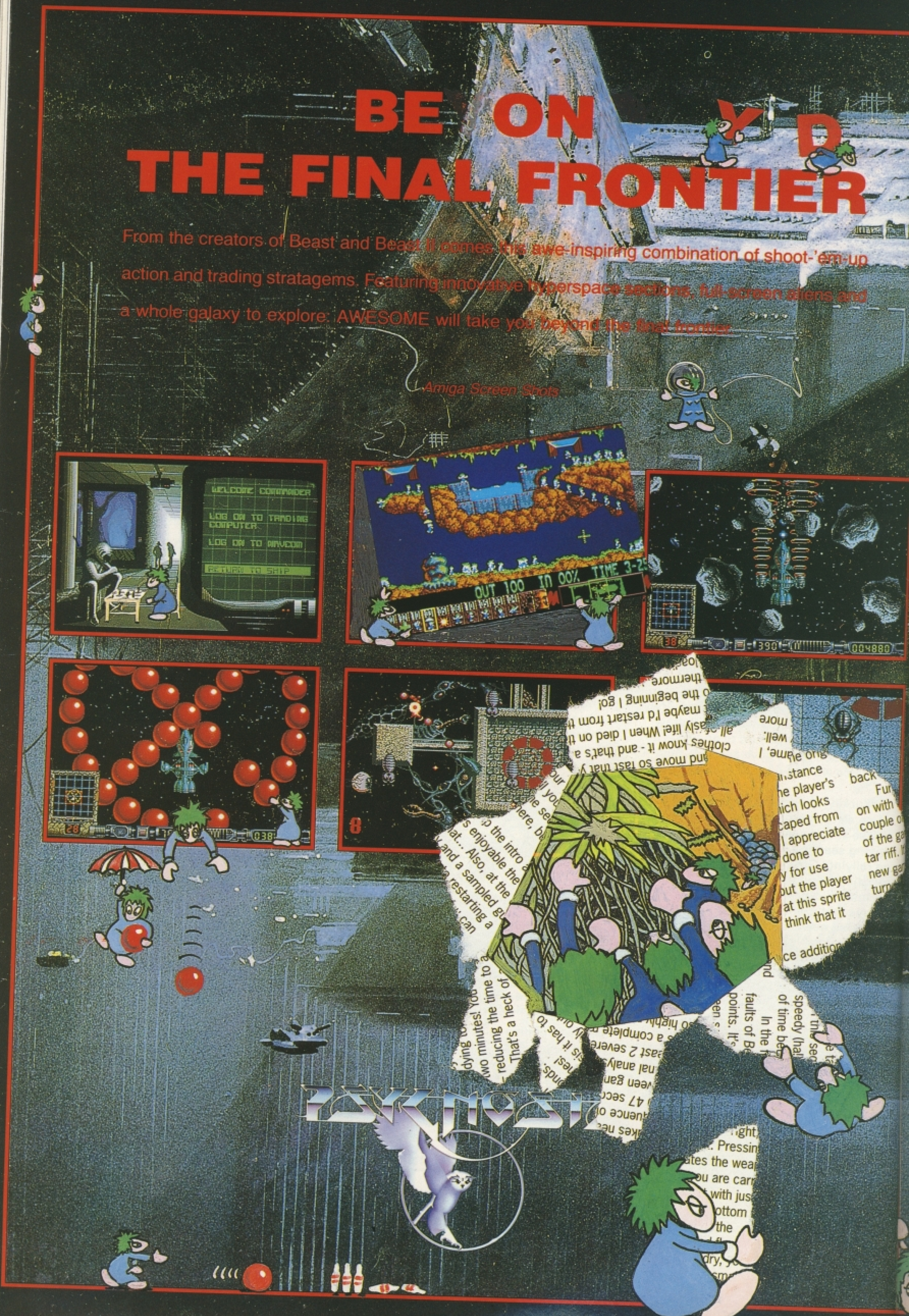
I kept my cool, though (what little I've got) and was pleased to find that *Rally* is actually quite an impressive chunk of software. From cosmetic touches like the windscreen wipers clearing snow and stuff off the screen to massively important things like the way the car handles, it's well put together without any rough edges. It doesn't look terribly impressive from a distance – the roadside objects are roughly hewn and don't actually appear on the screen until they're really close – but once you position yourself behind the joystick it gets a lot more appealing.

HASSLE FACTOR: 1
Some disk accessing, but what the heck, eh?

Once you've got the hang of slamming the car about on the road, success is a case of anticipating corners and taking them accordingly. As well as getting the steering right, you'll also need to keep an eye on your speed, as the Toyota gets staggeringly skiddy at times (especially in the snow). Luckily, coming off the track isn't too terminal unless you hit something, in which case the car explodes and 20 seconds go down the plughole.

So it's pretty good, then. Very much an arcade game, rather than being more of a simulationy sort of thing. Or is it? There's certainly lots of 'realism' in there. And it's oddly addictive. Hmm... *(Any more thoughts? No? Okay guys, that's it. Ed.)*

GRAPHICS 81	ADDICTIVENESS 87	OVERALL 86
SOUND 83	EXECUTION 87	


BE ON Y D
THE FINAL FRONTIER
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LEMMINGS

Psygnosis has always been dead keen to produce a game based on the antics of small, stupid creatures. Unfortunately the title *Duncan MacDonalds* doesn't exactly roll off the tongue, so it opted for the slightly less daft *Lemmings*...

ZERO HERO



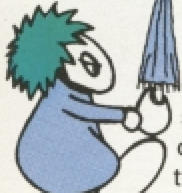
THE BIG BANG



***Lemmings* is a bit of a *Beast II* (i.e. blimmin' hard). Frequently, you realise that you've made a fundamental mistake in a level and that you might as well give up. In which case click on the Nuke 'Em icon. All the lemmings on screen begin the self-destruct count-down and boom! They've all gone to meet the Great Irradiated Mummy Lemming In Heaven.**



Brilliant! The dipturds are building a house for you. Just remember: *never* say die.



You're a game designer sitting there with your feet up in front of the telly. And stone me if you can think of anything. Titles run through your mind. *Back To The Drawing Board II*? No, Mirrorsoft did that one... Um, how about *Advanced Window Cleaner Simulation* with strip poker sub-game? Nope. Oh dear. No more ideas.

Suddenly, the TV floats into focus. "Lemmings," pronounces David Attenborough, "are one of nature's anomalies. Behind those twinkling, intelligent eyes sits the mind of a Wolverhampton scaffolder. As cute as Betty Boo *(Impossible. Macca.)*, as thick as Jeremy Beadle, they have the most exclusive suicide club on the face of this lovely earth of ours. A 2,000 drop over the sea? Fine, we'll pile over there! Fire-pit? No problem, fancied a bit of a fry up anyway..."

That's it! A game about lemmings! And no licensing costs either!* *(Readers voice: Yes, yes, bloody funny, yes, what about the blimmin' game?)*

Sorry. *Lemmings* is a 100 level save 'em up. Yep, your task is to guide a certain percentage of the lemmings (ideally all of them) safely from the entrance trapdoor or trapdoors they tumble out of, one by one, to the exit to the next level. This is by no means easy, for two reasons: a) lemmings, as Dave 'David' Attenborough has explained, attempt suicide at every step, and b) the game designers are a bunch of sadistic basts.

You control the activities of the mass by means of icons which affect the behaviour of individual lemmings. Click on the Hold icon and then on a lemming and it will stop dead, preventing the other from marching past and falling down a crevasse. Click on Build Bridge and the lemming will industriously pile up bricks diagonally until it runs out, at which point you either click on it again or it falls off the end. And so on.

HASSLE FACTOR: 0
Easy as fall-out.

Okay, so it's a cinch. Just wiggle the mouse about, clicking here and there, clearing a path and stopping the lems from pegging out. Hey presto, end of level! Not quite. There's a time limit and, what's more, you only have certain icons available to you in each level. For example, you may have three pillars between your lems and the exit; easy, sez you, dig through 'em horizontally! Except there's a figure '2' underneath the Dig Horizontally icon, meaning you can only use it twice. The third pillar you may have to climb or... well, you work it out, you're the one paying 25 quid.

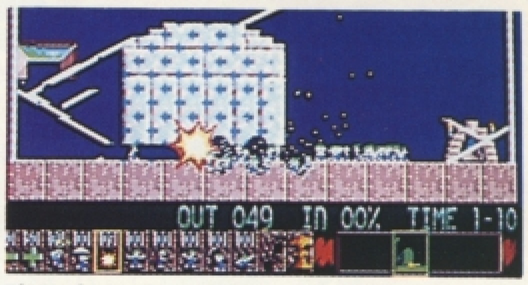
WHAT'S WHAT

TITLE	Lemmings
PUBLISHER	Psygnosis
PRICE	ST/ Amiga £24.99
	PC £29.99
FORMAT	ST/Amiga/PC
RELEASED	Before Christmas

***Psygnosis would like it to be pointed out that *Lemmings* has nothing at all to do with David Attenborough or any of his family.**

Tim: This is seriously French** for the first five minutes. Little wibbly things about four pixels by six fall out of a trapdoor and wander about aimlessly while you work out what each icon does. By then your time's run out and most of the lemmings have fallen over the edge. But after five minutes you've got the hang of the icons, completed the first shandy level and you're completely hooked on the little nerds.

And that's the nub of it. Addictiveness. One-more-go-ness drips from Lemmings like whisky from a broken optic. Once you've started a level, it's almost impossible to 'let go' without completing it. The puzzle of how to get from trapdoor to exit varies in difficulty from level to level: most look deceptively simple. For example, you may think you've got a sure-fire solution by the third attempt, only to discover that there's not enough time for the lemmings to escape. Or your method might have involved exploding a couple of lemmings along the way to clear the path. Everyone gets out in time, brilliant; except by killing a pair of extra lemmings, you haven't got the 94 per cent escape rate required. There's a fair amount of mouse manoeuvring required as well, particularly when you're trying to keep a bridge-building lemming from tumbling off the end of his own edifice. You have been warned: it's a pain in the (totally hooked) behind.

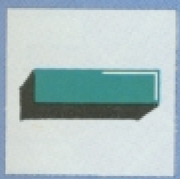


Time for a lemming meringue pie.

The graphics are nifty, though hardly stunning by Psygnosis' standards. The lemmings are by necessity tiny, but even so, they're well 'animated' (the diggers in particular) with wild, funky dredds flowing in the wind. The overall impression of chaos is probably more or less what the game designers intended anyway, but there can be a problem when too many lemmings get stuffed into a small area. You have no idea which way the lemming you fortuitously click on is walking, so the best laid plans can be cocked up by sheer bad luck. But I suppose that's not really a criticism, I'm just a whingeing git.

Lemmings deserves a ZERO Hero for the originality alone; but besides that, five minutes and it's got you by the short and curly addictiveness organs. Either that or you'll just go "what's the point?", in which case get back to *Beadle's About* immediately. This is way above you head.

A-LEMMING ENTRY MY DEAR WATSON


DECREASE FLOW: Slows the rate at which the lemmings drop through the trapdoor.


CLIMB: Click on a lem and it'll climb everything it comes across.


EXPLODE: Lemmings, it would appear, have highly volatile personalities. In order to clear the way, it's sometimes necessary to blow them up. Click on a lemming and a countdown figures appears above its head. At five, the blast (rather reminiscent of *Defender*) destroys both the lemming and its immediate surroundings, which can come in handy. Avoid blowing up your own bridges though...


BUILD BRIDGE: The lemming selected begins to construct a bridge, ten bricks per click. Long bridges require good click timing otherwise the daft creature falls off its own structure.


PAWS: Freezes action (and the clock) and leads to the firing of several Psygnosis employees for such a crap joke. (Roger Dean thought of it actually.)


NUKE 'EM: Quite. The ultimate admission of shandymanhood.


INCREASE FLOW: Speeds their entry from the trapdoor(s) into the playing area.


PARACHUTE: Usually lemmings die if they tumble too far. This icon saves a single lemming's exceptionally daft hide.


BLOCK: Causes a lemming to stand still and halt the inexorable flow. Watch it though: other lemmings that hit it will turn around and go the other way, so take care not to steer them from the frying pan into the fire.


DIG HORIZONTALLY: Click on a lemming as it walks into an object and it will begin to dig horizontally in the direction of travel.


DIG DIAGONALLY: As above but diagonally down.


DIG VERTICALLY: Straight down. Watch out for the bottom of the screen: what goes down ain't gonna come up. (Unless mixed with a vegetable biryani.)


OVERVIEW MAP: Shows you whole level in miniature.

DOUBLE TROUBLE



Lemmings can also be played in a manic two player mode. Each player has 40 lemmings and there are two exits. To win, you have to get at least 40 out: and you can 'kidnap' your opponent's lemmings by sending them out of your own exit.

THE VERDICT

G	GRAPHICS	84
S	SOUND	85
A	ADDICTIVENESS	95
E	EXECUTION	90

• 20 • 40 • 60 • 80 • 100

Intriguing save 'em up with nary a Roger Dean T-shirt in sight. Blimey!

90

**French, (frɛntʃ), n. Weird.

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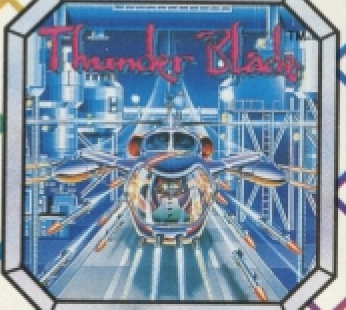
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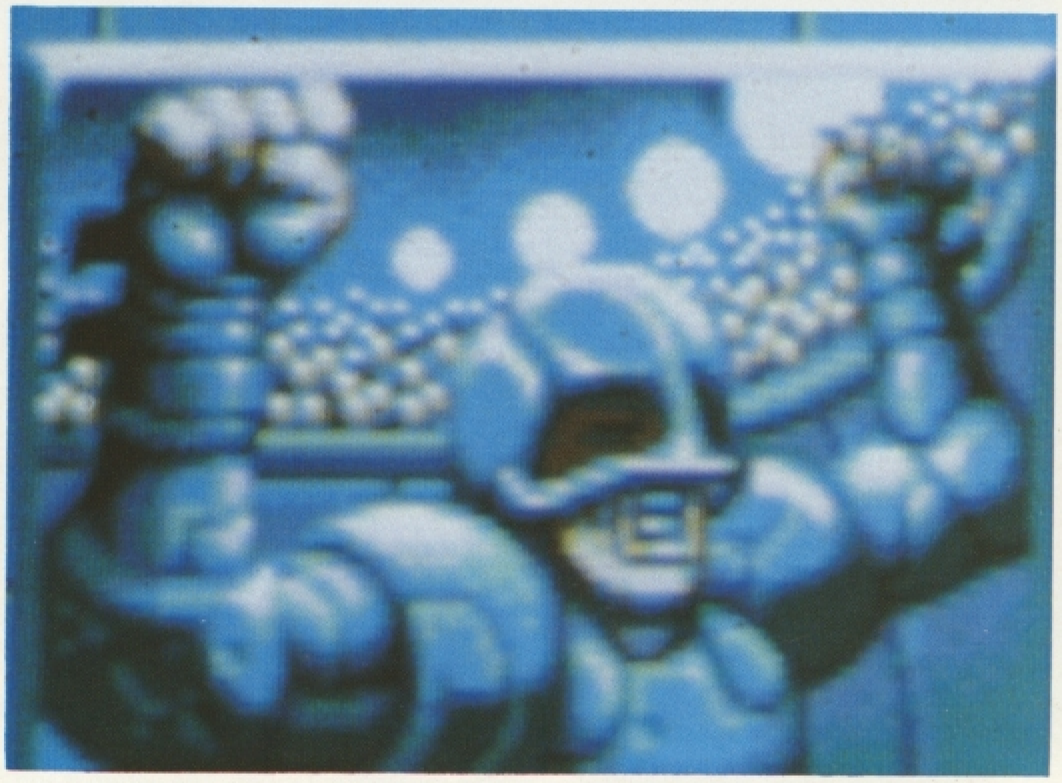
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SPEEDBALL 2

David McCandless's one aim in life is to be able to slag off the Bitmaps. Unfortunately, _Speedball 2_ is a massive setback to his ambitions...





Speedball was the first real sweat 'em up. You couldn't avoid the soaking joysticks, dampened brows and clammy palms. The game was so playable. And how long did we wait for a sequel? Blimmin' ages. All we had to perspire over was *Projectyle*, a bubbly version of *Speedball*. But now, the sequel has arrived – *Speedball 2*.

Essentially, it's the same game – two goals, very thick players, a ball, metal walls, no rules – but things have changed. A yawning gap has appeared between the goals and the walls, and the gap between the players' ears has been filled with ability attributes. Not Charisma or Wisdom or any other pansy RPG stats but Aggression, Attack, Power and Stamina. Your team has twelve players (nine active, three subs) of varying skill and deformity. The more grotesquely ugly, the better. Each one has a position – defence, midfield or attack – and each one can be boosted in ability using cash. The management side is now of key importance. If you trundle into the game without training or sizing up your opposition, your players will get stomped (literally).

HASSLE FACTOR: 0
Dismemberingly straightforward

You start at the bottom of division two as Brutal Deluxe, the cyberpunk equivalent of Accrington Stanley, and the idea is to ascend as far as possible, by way of quick reflexes and clever management. But as soon as the whistle blows, the Bobby Robson side of you sits down and the Arnold Tyson Schwarzen Stallone side strides onto the pitch. A typical game goes as follows:

Player A is in possession and runs blindly towards goal. He runs 40 yards before he realises a) Player B has robbed him of the ball and b) both his arms are missing. Player A is stretchered off while player B throws a looping pass to player C. Player C barges through players E and F but is kicked in the groin by steel-toed player G, who plucks the ball from Player C's numb hands. Player G lobs the ball through one of the warp gates and the ball appears on the other side of the pitch. There is a quick fight from which Player F emerges clutching what he thinks is the ball. It is in fact player E's head.

Meanwhile, Player H has the ball. He realises the writer hasn't described the various features of new pitch. He throws the ball at a bounce dome, which credits his team with two points. Miraculously, the ball ricochets into a star cluster. Player H grins as he knows each star is worth two points. Player B catches the ball and whirls for goal. But he forgets that the goalkeeper is no longer tethered to his line, and before you can say 'kapow', player B is skittering across the metal like a bowling ball. Player C is getting slowly to his feet as the keeper launches the ball towards the other goal. It rebounds off Player C's crotch and into goal. 10 points! As the slow-motion replay comes on the screen, C's team mates jump on him in ecstasy, crushing his balls even more. C is carried off in bits and the other team is awarded 10 points.



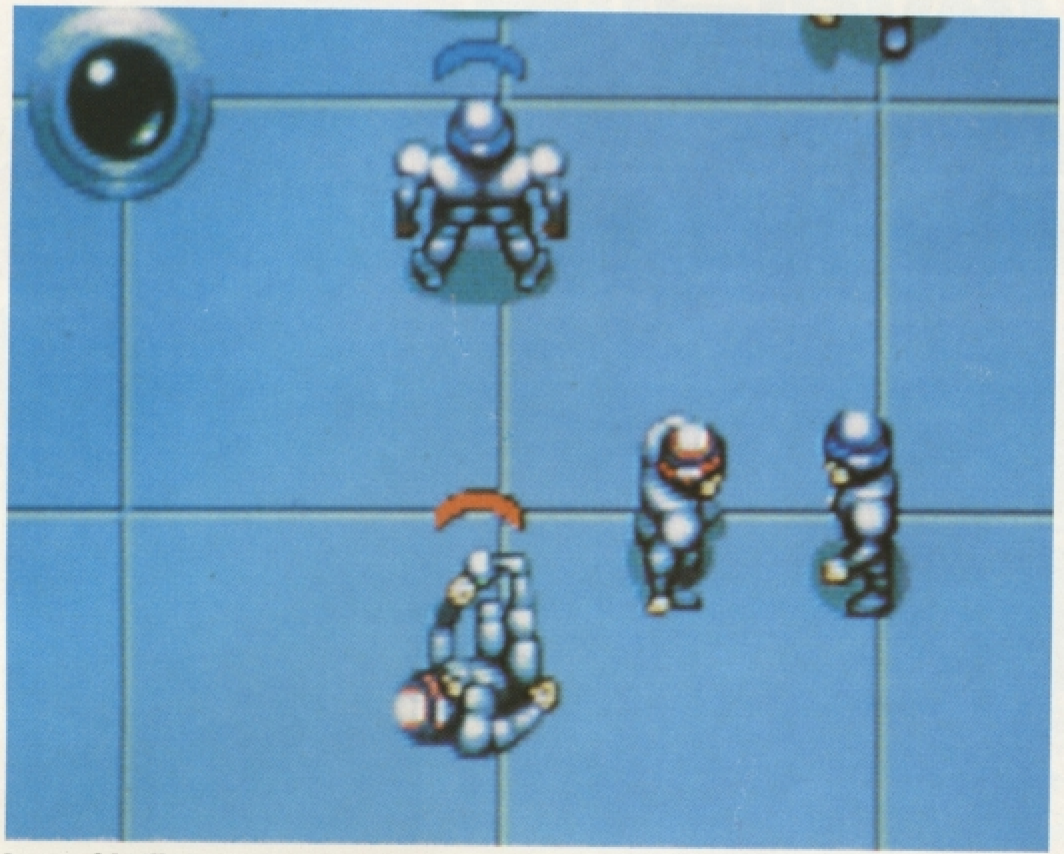
You just can't beat a pair of new thighs.



They're a nice bunch of lads. Honest.

WHAT'S WHAT

TITLE	Speedball 2
PUBLISHER	Mirrorsoft
PRICE	£24.99 ST/Amiga £29.99 PC
FORMAT	ST/Amiga/PC
RELEASED	ST/Amiga: Out now PC: April 1991


Aaaargh! I'll never be able to shower with the team again or have babies (sob).

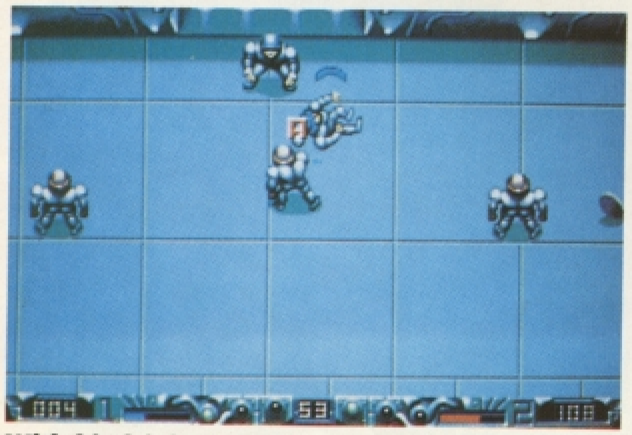
Macca: Oh God. Another excellent Bros game. After *Speedball, Xenon II* and *Cadaver* it really looks like we cynical world-weary scribes will never be able to slag off the Bitmaps. One day I'd really like to start a review with something like, "Bitmaps? More like bloody Bit-twits!", but unfortunately no such so luck. *Speedball 2* is typically Bitmap, i.e. brilliant (sigh).

The presentation is, as usual, excellent. A great title screen, a thumping Rhythm King soundtrack, surrounded by lots of atmospheric 'metallic' borders and access screens. The in-game graphics are just as 'metallic' and well animated. The scrolling is fast and jerk-free. Blah blah blah. You don't want to know all that. What's it like? What's it really like?

Well, the *Speedball* 'concept' has been jazzed up and more 'rugby-ised'. The pitch is bigger, providing room for more players; there are a lot more fat people on each team and there's a heck of a lot more passing and tackling. In fact, it's so much like rugger that I expected the goal scorer to immediately pull down his trousers on scoring, wiggle his bottom and sing the rude version of *Cockles And Mussels.* Alas there wasn't time for that to happen. The action is too zappy. Where the tempo of the original was 'Zap, woah, zap, zap, pause, woah', *Speedball 2* goes more like 'zap,zap, zaaaap, zap, woah, zap (sigh).' Because the pitch is larger, the players move 50 per cent faster. It's like watching a videoed game of marbles on fast forward. *(Do what? Ed.)*



So the question is: Is *Speedball 2* better than the original *Speedball*? The answer, of course, is: who cares? Both games stand up and crap on most others from a great height. I'd look on the original as a good way of weaning yourself onto the sequel. All the tactics of the first can be used in the second, as well as a few sly, underhand, cunning, new ones as well, especially the 'after-touching' of balls (rugby shower-rooms again you see) and actually killing other players (rugby yet again). The new instant replays, the massive league system, the ability to really nurture your teams – with all these features, the Bitmaps should've taken a leaf out of *SWIV's* book and named the sequel something like *Speedball 69.* (At least then I could have a rude joke to finish on.) STOP


With hindsight, maybe a game of hopscotch would have been a better idea.

TOKENS

These lovely little icons appear during play and can even repair player C's love bits.

FREEZE TEAM:
Stops all team members in their tracks, whether they're dismembering the ref or adjusting their shoulder pads.

REVERSE JOYSTICK:
The 'Australian' effect. Everything goes upside down, topsy-turvy, inside outside. Move left and you go right. Go right and you like the poll tax (subtle political joke).

REDUCE TEAM:
Strips the opposing team's members' attributes to the barest minimum (except for intelligence, which is already at the barest minimum).

INCREASE TEAM:
Heals the above affect (apart from Intelligence, which etc.).

MANIC:
Does the same as the above, but to both teams.

SLOW TEAM:
Brings a much thicker team onto the pitch.

TRANSPORT:
Instantly gives your centre forward possession.

GOAL DOOR:
Seals up your goal, preventing the other side from scoring.

SHIELD:
Turns your squad into demi-gods, immune to disease, death and tackles (mainly).

ZAP TEAM:
Like a smart bomb, this icon tackles all on-screen opponents, incapacitating them as if they had been knobbled by one of your players.

ROTATING COIN:
Valued at 100 credits per spondulie, these kudos'll buy your players more stats (if they survive the game).

THE VERDICT

G	GRAPHICS	90
S	SOUND	70
A	ADDICTIVENESS	94
E	EXECUTION	93

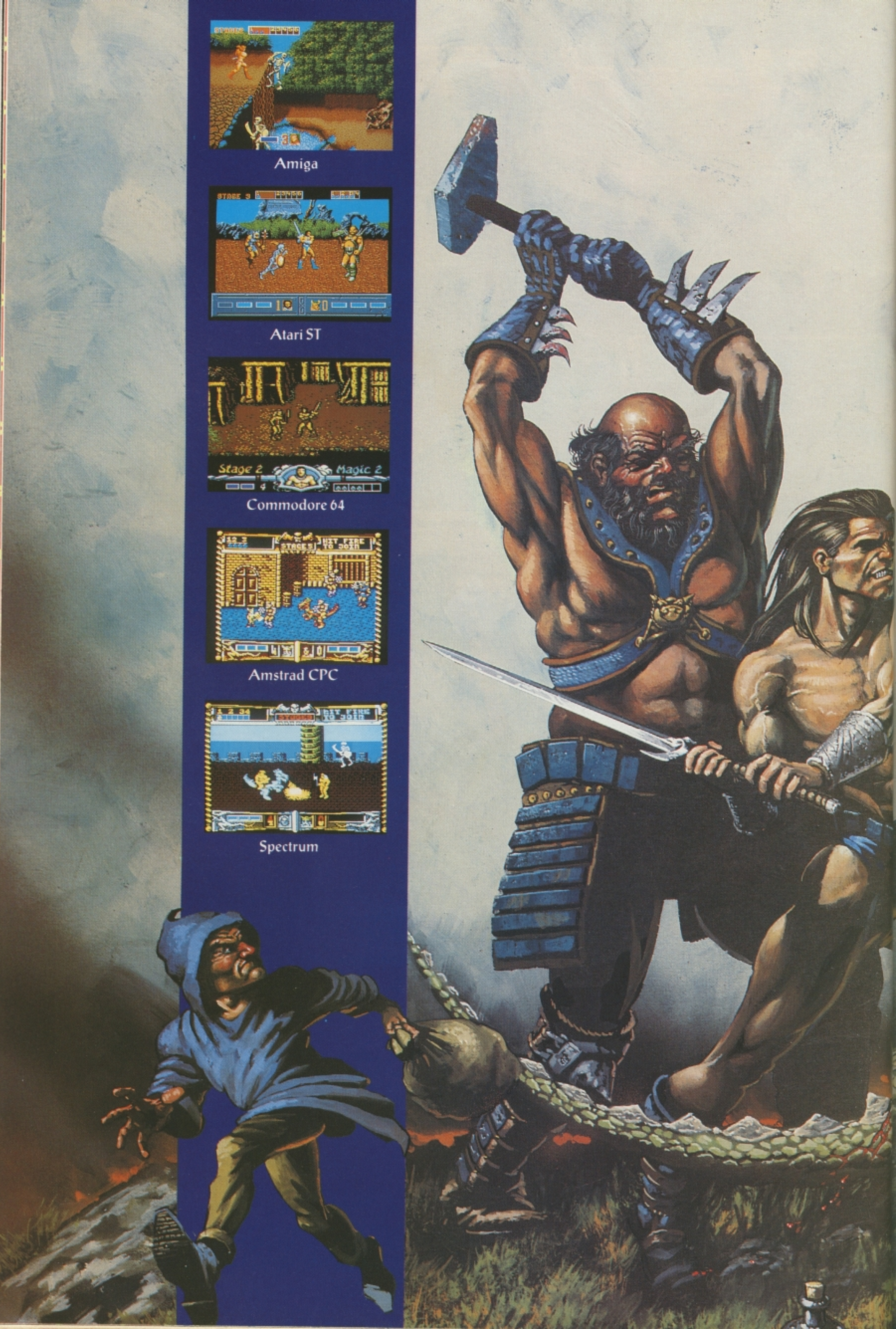
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As good as you thought it would be, only better.

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Amiga

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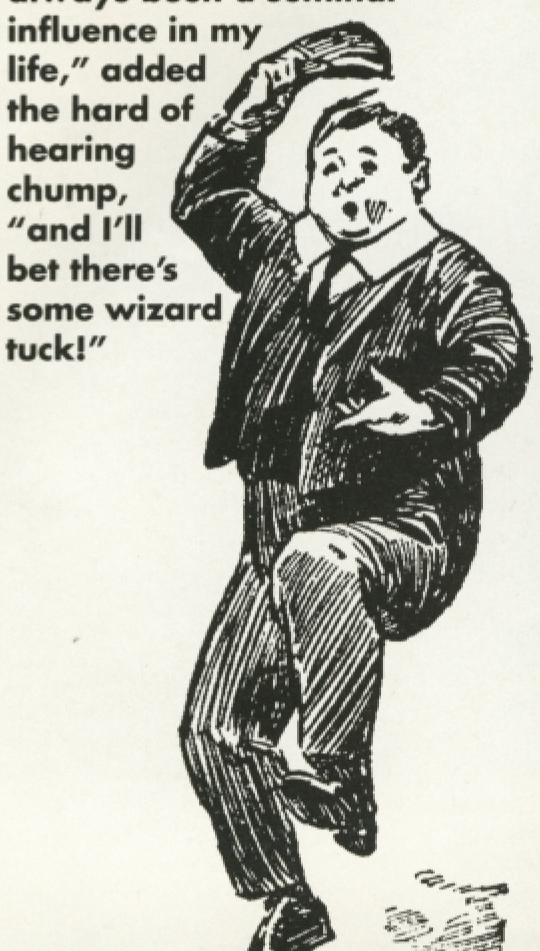
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UNDER WRAPS

HUNTER

"I say, chaps," said young Timmy one day, "Activision has a top-hole title coming out. It's called *Hunter*." "Bags I go and look at it," *David 'Gutsy' Wilson* immediately chirped up. "Bunter – Billy Bunter – has always been a seminal influence in my life," added the hard of hearing chump, "and I'll bet there's some wizard tuck!"



WHAT'S WHAT

TITLE	Hunter
PUBLISHER	Activision
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	January 1991

PLANES, TRAINS AND AUTOMOBILES*

The beauty of *Hunter* is that not only do you have the freedom of a 3D world, but you also have the choice of how you move around within that world!

WATER TRANSPORT

Boats: Although not actually necessary for inter-island travel, since the waters are home to several man-eating sharks, swimming isn't recommended. It also takes quite a long time and, of course, you should rub yourself all over in Cookeen before attempting it. *(Steady on! Ed.)* Er... there are three types of boat, each with different weapons.



Windsurfer: With the price of Brent Crude being what it is and with the current vogue for fitness, maybe you'd prefer to try your hand at the windsurfer. Your little chap appears in his bermudas and tacks his sail about.

Hovercraft: There's also a rather spiffing hovercraft for you to find and use. (Erm... I'm not sure if this should be under water or land based transport. Sorry.)

LAND BASED TRANSPORT



Cars And Jeeps: These are pretty speedy and useful. Erm... and that's about it really. The bad guys have these as well and you can pinch theirs too, though you'll need fuel of course.

Armoured vehicles: These include armoured cars and tanks. Tanks are slow with big guns, armoured cars are a lot nippier but have a much smaller weapon. Oo-er.

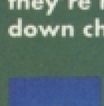


Bicycle: What better way to save money, keep fit and protect the environment than by choosing to travel by bicycle! It's rad (unless you're getting shot at).

AIR TRANSPORT



Helicopter: Hardest to handle in the control stakes is the helicopter, but apart from that it's a pretty fab form of transport. Watch out for the high sentry towers on some enemy islands, they're rather proficient at shooting down choppers!



Parachute: Not really a means of transport in the usual sense of the word, ie horizontally (unless there's a force twelve gale conveniently blowing in the direction you want to go). Rather a good means of transport for travelling vertically downwards (from a helicopter for example).

*Er... except there aren't any planes. Er... or trains.



Here you are in your house. Well, somebody's house, anyway. This is the sort of place to look for loads of helpful goodies – fuel, mines, timer bombs, map, radar, first aid kits etc. Oooh look, there's a blackboard.

It's rather ironic really, but now that Activision UK is dumper-ville bound it suddenly seems to be tempting us with some rather promising game titles. Here's a little number from Paul Holmes with graphics by Jason '*Murder*' Kingsley scheduled to appear around February time by the name of *Hunter*. *Hunter* smacks to me of the classic *Carrier Command*. It's also a bit *Midwinter-y* (except without the snow).

You take the role of a little 3D filled vector man. He lives on an island and that island is in the middle of a rather large archipelago of islands. This, then, is your world. It's populated by good guys, bad guys, fish and rabbits(!) and also plays host to numerous buildings, bits of weaponry and modes of transport. There are three types of game for you to play as well – a specific 'Mission' game, an in-at-the-deep-end 'Action' game, and the eponymous 'Hunter' game. This one is the real McCoy, with you embroiled in a rather complex arcade adventure-style game. This is the *Midwinter*-y bit, where you're asked to bring back the head of an enemy general. (Gad!) You'll have to find him first, and this you'll do through a chain of contacts. Each will elicit information about the next contact or about other items necessary to complete your mish. Try chatting to them, bribing them, leaving timed explosives on their doorsteps etc. in order to convince them that you're worth talking to. You'll also need to walk around a bit, going into houses and collecting useful tools to help you on your way.

Essential items include a map which you can choose to have permanently overlayed over the screen image and a log book that places your position on the map. It also highlights other locations you know and allows you to input co-ordinates for new ones. Once you've kitted yourself out you'll probably also come across different modes of transport. There are loads of these from a humble bicycle up through a windsurfer, a car, a jeep, an armoured car, a tank, three types of boat, and even a helicopter! Walk into any of these and you'll be able to motor around. (Walk into the windsurfer and you'll also change into some rather fetching Bermuda shorts!) Obviously you'll need to keep a supply of fuel, otherwise you'll be reduced to walking and swimming around (but watch out for the sharks!). Oh, and if you get hungry, you can catch fish or rabbits that scamper around the islands.



Um... Does anyone know which one of these seven pedals works the clutch?

Once you start going further afield, you'll start encountering enemy vehicles and troops, and that's when the fun starts and the missiles begin flying. This adds a whole new perspective to travel. For example, whilst an enemy emplacement may find it easy to blow your boat out of the water, if you're windsurfing, the missiles can be outfoxed because you're such a slow-moving target. If you do get hit, you'll lose that vehicle and – if you don't lose your life – quite a long swim.

Another problem occurs in the heat of the action when a trigger-happy enemy can fire salvo after salvo of missiles in your general direction. If they miss, they can travel on and take out other objects that get in their way. In a game you can use this strategically by deliberately getting in front of baddies. Or alternatively, by dispatching the enemy quickly, you can stop him destroying all the valuable vehicles in the vicinity (which you can then utilise yourself). You can also pinch enemy vehicles and by stealing a uniform (yep, your sprite appears in a rather smart red blazer) you can walk past the bad guys without them batting an eyelid. (Er... but, don't try wearing this garb in front of your troops!) All of this, day and night time too! It sounds fab, and I can't wait for the review copy early in the new year – in the meantime I'm off for some trough! STOP



The lesser spotted green tank caught feeding its young in a tender moment.

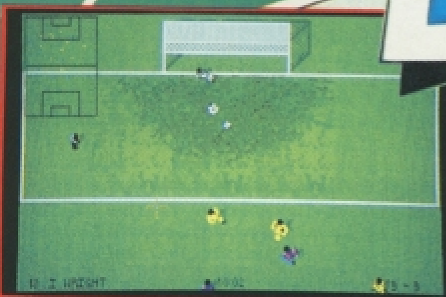
FINDING YOUR WAY ABOUT



You can keep the map overlaid on screen to keep track of your movements in relation to your destination. You may also find a close up map of the island detailing houses, churches etc.

KICK OFF 2

A NEW I
SOCCER





Amiga Screen Shots

- BLISTERING PACE
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ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
AMIGA USER INT - The best computer game ever **97%**
THE ONE - Ultimate soccer simulation. **96%**
THE ACE - Brilliant. Buy, Buy, Buy. **930.**
AMIGA FORMAT - Best footy game to have appeared on any machine. 9
ST FORMAT - What a game! Gem to play. Magic. **90%**
C & VG - Championship winning material. **95%**
GAMES MACHINE - Probably the best sports game ever. **92%**
COMMODORE USER - No other footie game can touch it. **90%**
AMIGA ACTION - Surpasses all other football games. **93%**
POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
NEW COMPUTER EXPRESS - Computer football event of the year.

AMIGA & ST £19.99 EXP. AMIGA £24.99
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An International class player takes charge of a third division club as Player Manager. His brief is simple **-Bring Back The Glory Days.**

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ST. ACTION - A stroke of pure genius.
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NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.
COMMODORE USER - At last a management game that requires true management skills - a winner. **94%**
ST FORMAT - Brilliant. **93%**
AMIGA FORMAT - Enthralling and addictive. **93%**
ZZAP - Best football management game ever written. **92%**

AMIGA - ST £19.99

IT'S OOPSOLUTELY BRILLIANT

COMPO

Oops Up was no mean hit for Euro beatmasters Snap a few months ago. It's also the title of a new Demonware game which could be in line for a hit itself. In fact Snap's *Oops Up* is the soundtrack for the game! Spook! So if you bought the record you rather wasted your money. Ha ha. Still cheer up because those nice people at The Software Business (who are distributing *Oops Up* over here) are offering some pretty fabbo prizes to celebrate the game's launch.



WIN A SONY CD GHETTO BLASTER
WIN A DISC LADEN GOODY BAG!

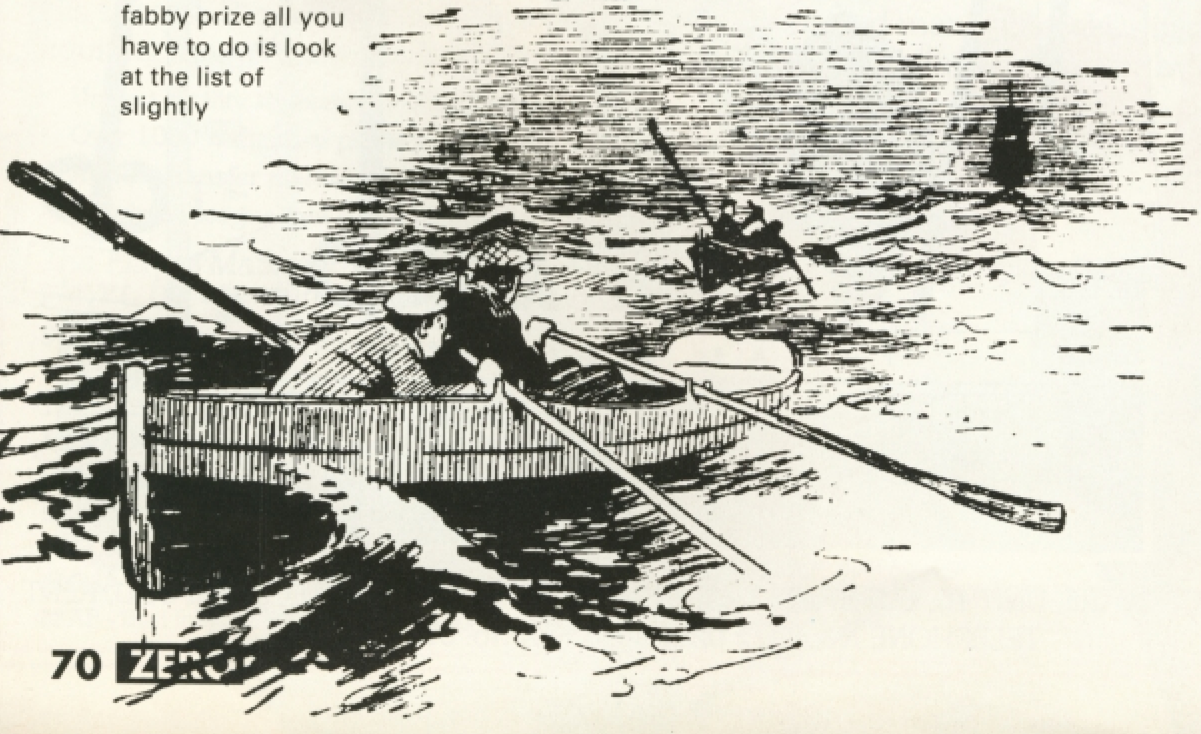
SURPRIZE ME

The first prize winner will be heard before they're seen 'cos they'll be winning a rather fabbo Sony CD Ghetto Blaster. If you're one of the 10 runners-up then you'll be a useful friend to the winner 'cos you'll have won a goodie bag of CDs/tapes/albums. And not only that – there'll be a limited edition T-shirt too. Cooo!!

WHAT'LL I DO?

We've already mentioned the Snap version of *Oops Up* which was a hit earlier this year. However those of us who are... er... getting on a bit remember the original version, *Oops Upside Your Head*. Whenever this was played at discos, everyone would sit in a line on the floor and start... um... rowing. A bit peculiar maybe but we were young, free and foolish in those days. (Sigh.) Then again, rowing is a bit of a peculiar sport, chocker full of rather 'dodgy' terms.

To win the rather fabby prize all you have to do is look at the list of slightly peculiar phrases and say which one is not a true rowing term. Then ring **(0898) 335573** and state the letter of the correct answer plus (as a tie- break) the name of the band who released the original version of *Oops Upside Your Head*. After that, give your name and address slowly and clearly. Your call will only cost you 20p, so it's a heck of a lot cheaper than a stamp and a bloomin' sight easier. (Unless you haven't got a phone of course.)



A. "She's a very good stroke."
B. "What a lovely little cox."
C. "We had a quick grope in the stalls."
D. "The first time I went out with the girls I caught a crab."

(Information provided by Paul 'Incredibly Over-Educated Oxford And Cambridge Rowing Blue' Lakin.)

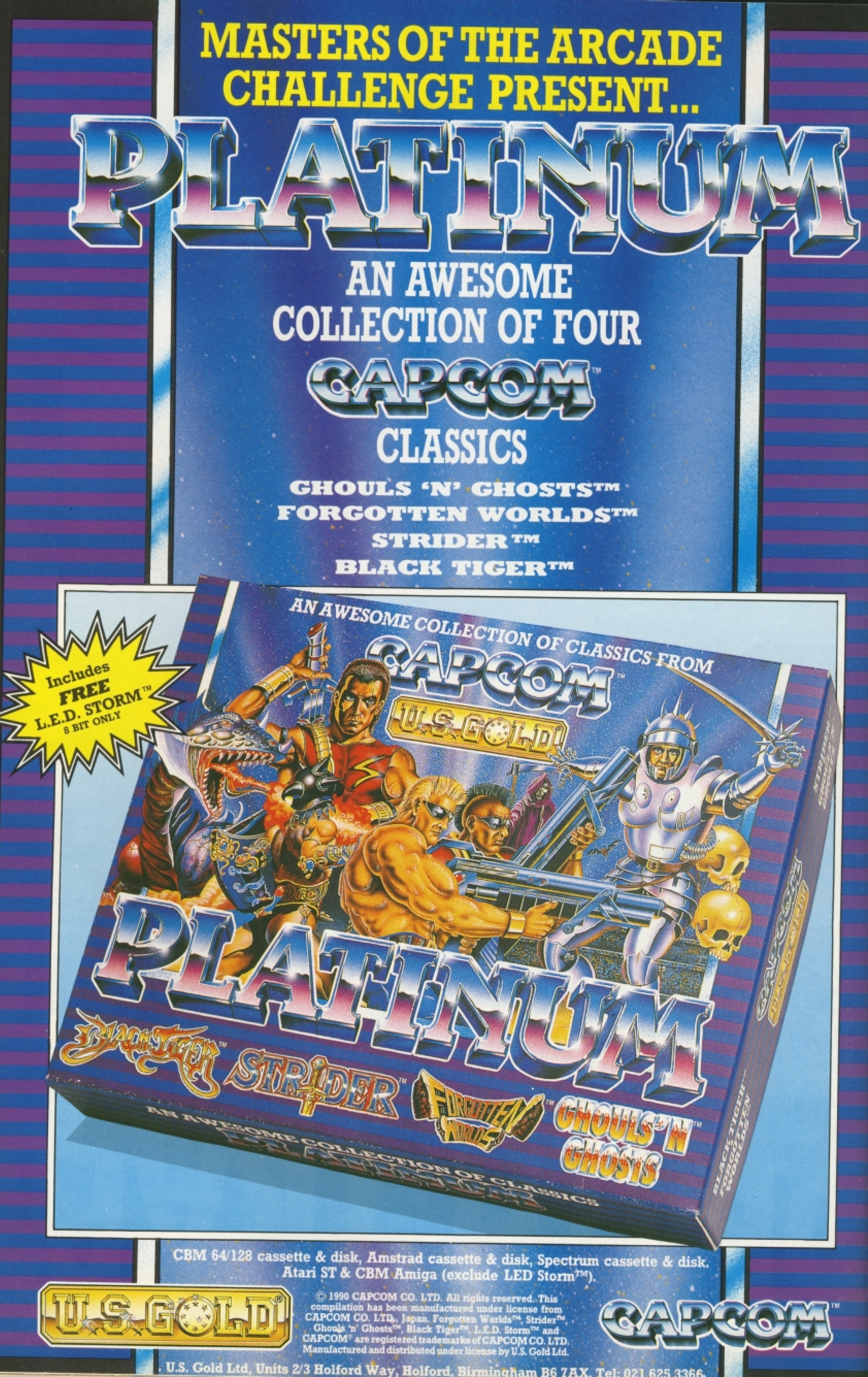
1. Make sure you've got the permission of the bill payer to use the phone.
2. Make sure you dial the right number – if someone asks you if you think small ones are more juicy then hang up.
3. Make very sure you state the answers and then your name and address clearly.

RULES

●Any employees of Dennis Publishing or The Software Business caught entering will be left up the creek without a paddle.
●The Ed's decision is final – so no rowing.
●All phone calls made after 31st December 1990 will be ign'oar'ed. (Ho ho ho.)



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ocean
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CHASE HQ II: SPECIAL CRIMINAL INVESTIGATION

Chase HQ... Name rings a bell... Flight sim, wasn't it? A bit of a Christmas hottie last year? Well, *Chase HQ II* has just arrived. And, strangely enough, it's all about cars. Blimey, I bet someone's for the chop at Ocean.

Where to start, really... a game of such fiendish complexity, it's difficult. Here goes. There's a girl missing (or it might be two, actually) and you've got to find her. She's been kidnapped or something. Or is that completely wrong? You're after a drug baron and he's got this girlfriend who... um... anyway, you've got this spanking Ferrari which you habitually drive so fast that your fellow undercover officers call you 'Princess Anne'. You're a cop, by the way. It's got a sunroof fitted which is quite handy, really, since your pal has a habit of standing up and taking pot shots at other cars with a dirty great 12-bore. I mean, he'd bang his head rather a lot otherwise, wouldn't he?

The idea is to drive about shouting rude comments to all the busty Californian 'chicks' wandering about until Nancy – a busty Californian radio officer – calls you up on the intercom and tells you to get your, um, 'butt' into gear and chase such-and-such a criminal in some distinctive vehicle or other.



Time to brush up on your 'how to avoid runaway buses the BSM way' notes.

Without further ado, you press your plate of meat to the floor and give chase. That, you see, is why the game is called *Chase HQ II*. It has nothing at all to do with a new branch of Chase Manhattan (the famous New York bank) as you might previously have thought. Anyway, you roar along, avoiding all the various supercars that coincidentally appear to

YO NANCY! GIMME SIX!

A blow by blow guide to gang-busting the *Chase HQ II* way. Translated from the native Californian by *Lord Paul Lakin* (jnr).



LEVEL ONE
"Hello, I say chaps, it's Nancy the well-endowed police lady calling you on the radio apparatus. There seems to be a car of Teutonic origin, quite possibly a Porsche 959 or similar generic chassis, speeding off towards the suburbs with a girl who fits the description of your quarry. I should beetle over there pronto and kick some bottom!" *(That's enough translating thank you Lakin. Ed.)* When you finally catch up with the car, it turns out to be an incredibly ugly bruiser accompanied by a female with knock knees – and they aren't even the knees you're looking for!

LEVEL TWO
Blimey! Nancy's on the case! Scarcely have you wiped the 'red ink stains' off your 'large leather-coated interrogation biro' than she has news of a station wagon that looks like Bob's heading off with the girl called Joyce in the passenger seat. Pausing only to remark that 'Joyce' is a very uncommon name in the Los Angeles area, you leap into action...

LEVEL THREE
Well that was a waste of time: it was the wrong girl and it wasn't Bob. Next thing you know, you're headed off into the mountains. This, if I remember right (which I probably don't), is the level where you take the car for a wax and polish – the road tunnel entrances are all concealed behind waterfalls, so you have the rather unnerving task of driving at a wall of water.

LEVEL FOUR
It's Nancy again. That little tyke Bobby has stolen a police patrol wagon (i.e. a dodgy grey camper van) and is speeding away (again). You chase him (again), catch him (again) and pump him for the true scam. But the truth is shocking: Tony Raymond, the next mayor, is the real baddy! Cripes! This level, by the way, features three 'out of control school buses'...

LEVEL FIVE
Now you'd think this Tony Raymond character would try and slope off inconspicuously once his cover was blown. Not so – he speeds off into the desert in a lorry with 'Tony' written all over it in large letters. The dork. You have a mystery adversary in this level, who turns out to be a psychopathic helicopter pilot with a 'thing' about red Ferraris. Shoot him down and Raymond is revealed, laughing manically. You have 30 seconds to rescue the girl who is hugging a time bomb back in town!

LEVEL SIX
No time to explain... *(Screech.)* Has anyone got a watch? *(Screech.)* No? In that case, um... *Blammmmmmmmm!* Whoops!

be racing along the highway at speeds in excess of 150 mph (gasp) until you catch sight of the evil crims in their getaway vehicle. This is the cue to whack flashing lights on your roof (ruins the aerodynamics mind) and for your partner to thrust himself manfully out of the sunroof and hurl lead shot and gross obscenities after the evil felons. (Fortunately the foul language is obscured by 'wind noise'.) Once you've caught up, the idea is either to ram the wrongdoer up the jax or shoot him enough times to knobble his rig. At which point, you smack him about a bit to prove you're a real copper even though you aren't wearing a uniform and take him back to the station for a quick interrogation session and 18 months in a remand cell.

That sounds easy, doesn't it? Well there are a few hindrances. Firstly, you've only a limited amount of time to 'apprehend' (i.e. destroy) the transgressors' motor car (and it's never ever enough); and secondly, there are hazards all over the shop, including boulders that plunge across the road at inconvenient moments and grenade-lobbing motorcyclists. So it's by no means a picnic (unless you fancy parking somewhere nice along the way).



I don't think we need the arrow, guys...

WHAT'S WHAT	
TITLE	Chase HQ II
PUBLISHER	Ocean
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now



Blimey! It's Duncan MacDonald's camper van! Spook!

AMIGA

Tim: "Vroom! Kerscreech! Stick your head out of the sunroof and get shooting, you big Jessy!"

Sorry, got a bit carried away there. You see, *Chase HQ II* is one of those games where you have to be in the right mood, otherwise there's not a lot of point in playing it. For example, if you fancy a game of chess but your sister tells you to bog off, then it's probably not advisable to turn to this instead.

Okay, so what you all want to know is: how does it compare to *Chase HQ*, which was a tadge on the dis-appointing side? It plays better, definitely, but you'd expect that really. The real difference is that the gameplay is much meatier. *Chase HQ* was a real yawn after the first couple of levels: the sequel has loads of neat little touches to keep your attention – like the helicopter which drops extra weaponry.

HASSLE FACTOR: 1
Fair amount of drive whirring...

The graphics are extremely pretty (note the rather tasteful graduated skyline) and as faithful to the coin-op as can be expected. What you won't be able to tell from the screenshots is how smoothly it runs. *Chase HQ II* ain't the best when it comes to speed but, heck, it's good enough. I mean, are you really worried about things like frame rates when you're hanging out of a Ferrari travelling at 174 mph?

If there are any criticisms, they lie with the coin-op itself. I mean, after *Outrun*, *Turbo Outrun* and *Chase HQ*, are you really in the mood for another chase 'em up? If deep down you're looking for a straight racing game, then maybe you should be checking out *Lotus* or *Indy 500*. But if you want to play *Chase HQ II*, you can't really beat *Chase HQ II* – if you see what I mean...

THE VERDICT

G GRAPHICS	87
S SOUND	80
A ADDICTIVENESS	79
E EXECUTION	81

• 20 • 40 • 60 • 80 • 100

Broom broom, bang bang, a bit like last time only better.

81

ST

David: "Vroom! Kerscreech! Stick your head out of the sunroof and get shooting, you big Jessy!" Oh dear, sounds a bit like the last review, doesn't it? But then *Chase HQ II* is rather like *Chase HQ* so it's actually quite relevant. *(Look, just get on with it and stop cribbing my review. Ed.)*

When we looked at the coin-op a year ago, it got five 'invaders' (i.e. top whack) and the following comment: "Sure, it's just *Chase HQ* with knobs on, but what knobs!!" Quite. It's got nifty bits strapped cleverly onto the side of the original 'chase 'n' bang' design. Being able to shoot the crims is a definite plus, as are the entourages who chuck stuff back at you. There are 'power ups' in the form of a helicopter that drops weaponry to you (fancy using a rocket launcher on a Cadillac limo?) and the scenery is nicely varied.

The ST version is the same in gameplay as the Amiga but chugs a bit. Still, that's the price you pay for having about ten billion sprites on screen at once. If you liked the original game, then chances are you'll prefer this sequel – it plays better in almost every respect. If, on the other hand, you felt it was a bit boring and passé, then *Chase HQ II* may well have arrived a year too late. Oh dear. STOP



Well James, they're neck and neck at the car-wash...

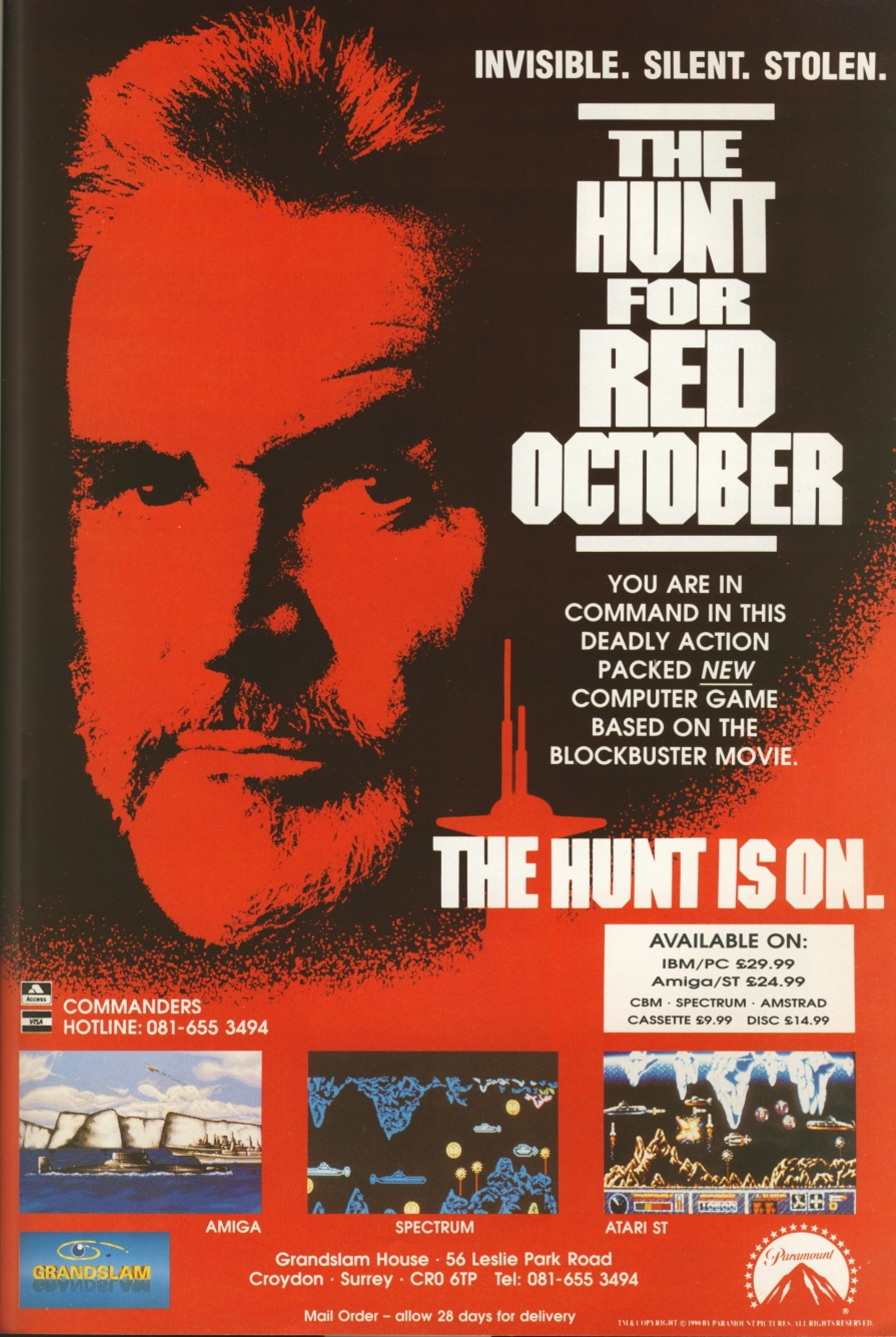
THE VERDICT

G GRAPHICS	81
S SOUND	77
A ADDICTIVENESS	79
E EXECUTION	78

• 20 • 40 • 60 • 80 • 100

Broom broom, bang bang, a bit like last time only better but not quite as good as the Amiga. (Gasp!)

79


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How strong are your nerves at 2,000 feet, with an armed Fokker DR.I on your tail? Forget glory, friend. Think survival.



VGA color air combat sequence



Strategy mode split-screen with 3D Hexboard



• VGA 256 3D COLOR GRAPHICS, • ORIGINAL MUSIC, SOUND EFFECTS FOR GAME BLASTER, ADLIB SYNTHESIZER CARDS

DAS BOOT

GERMAN U-BOAT SIMULATION

Winter, 1941. The icy waters of the North Atlantic. The deeper you dive, the greater the pressure. Depth charges explode around you, banging on the hull of your U-boat like iron fists. Nerve and cunning make you the terror of the Allied convoys.

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- 3 different levels of difficulty, from beginner to realistic.
- 3D graphics in 256 VGA colors, with multiple internal *and* external camera views in a complete 3D world.

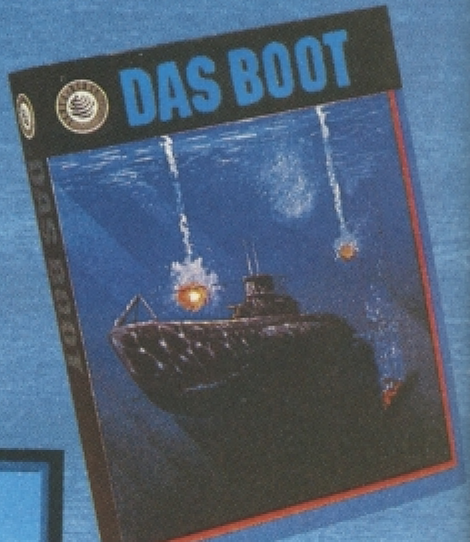
Do you think well under pressure? How about 300 pounds per square inch of pressure? Take a deep breath, captain....



VGA periscope view of enemy aircraft



VGA 256 color mine field under North Atlantic-



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DEATH TRAP

Traps aren't really very chipper, are they? They usually end up maiming or killing things. There are exceptions – those namby pamby 'humane' traps that capture creatures but don't actually harm them. *(String 'em up it's the only language they understand. The Voice Of Reason.)* David Wilson is rather partial to cheese, so we led him into Anco's *Death Trap*.

Hello? It's a new game from Anco. Let's see now, there's been *Kick Off*, *Extra Time*, *Player Manager*, *Kick Off 2*, then there'll be *Final Whistle*, *Winning Tactics*, *Return To Europe*, and *Giants Of Europe*. Right, so *Death Trap* is obviously another *Kick Off 2* add-on expansion disk. So here we are, Melchester Rovers took an early lead in the first 20 minutes with two magnificent goals from the multi-talented star striker, Val Singleton. Then disaster struck! The nefarious coach of rival team Fulchester City employs an ancient, evil magician by the name of Shankriya to turn Val into a small porcelain vase. You play Abi the United fanatic who, having lost his ticket for the sell-out 'friendly', discovers a mystical network of dungeons that lead under and into United's stadium. In this labyrinth lies the antidote to the curse on the Rovers striker, and the chance to save the match! Will the young supporter make it in time for the *Kick Off*, or will he be waylaid en route by the dungeon's ghastly inhabitants and miss the *Final Whistle*!? Abi's fate lies in your hands. Here we go, here we go, here we go...



You control Prof. Yaffle or some poof in baggy trousers.



The gory result of walking on spikes.

David: Um, actually, I've misled you somewhat. *Death Trap*, surprisingly, has absolutely nothing to do with football at all. It's a swords 'n' sorcery multi-scrolling view-from-the-side beat/magic 'em up. My initial reaction was that this game looks exactly like an old C-64 game with souped up graphics. The main sprite is very small and the gameplay seems reminiscent of all those myriad side-on D&D style beat 'em ups. Still, don't let this put you off, because if you're into this style of thing, *Death Trap* is great fun, especially in two player mode.

Hacking beasties reveals small vials of different magic fluids, and pressing the space bar mid game brings up the table of all the spells available to you (provided you have a sufficient stock of the pertinent fluid). It's all rather user-friendly in this way, as icons appear to tell you if you can perform such and such a spell and how much potion it'll cost you. One spell lets you Summon Friend, which in fact conjures up a rather fab Professor Yaffle woodpecker thing that flies around shooting baddies and collecting magic for you. In two player mode, the second player takes control of the 'friend', making your life easier and somewhat longer! I've got one or two little niggles – there's slightly dodgy collision detection and energy levels are a bit imprecise. (Although you can see how healthy you are by the red, orange or green status, it's difficult to determine exactly how much strength you have remaining.) But the whole makes for quite an atmospheric little number.

Death Trap is a game you'll need to map. There are several vicious and fatal traps which strike without warning so you'll need to find out where they are the hard way and then put them on the chart! It seems so unfair when you get quite far, and suddenly you're killed outright by a hidden trap – all the more frustrating when it's your last life, and (although you have a credit system) you have to return to the start of the level. Still, though incredibly unoriginal in its gameplay (except for the two player option) and despite not having the best graphical presentation, there are five large labyrinths for you to explore and much highly addictive fun to be had. Check it out.

HASSLE FACTOR: 0
It's a single hassle-free disk. Hurrah!



As Yazz says: "The only way is down".

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
74	88	72	83	84

WHAT'S WHAT

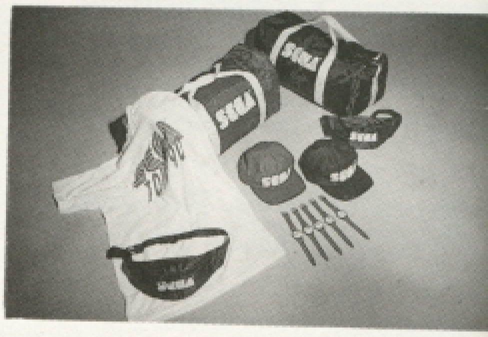
TITLE	Death Trap
PUBLISHER	Anco
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now

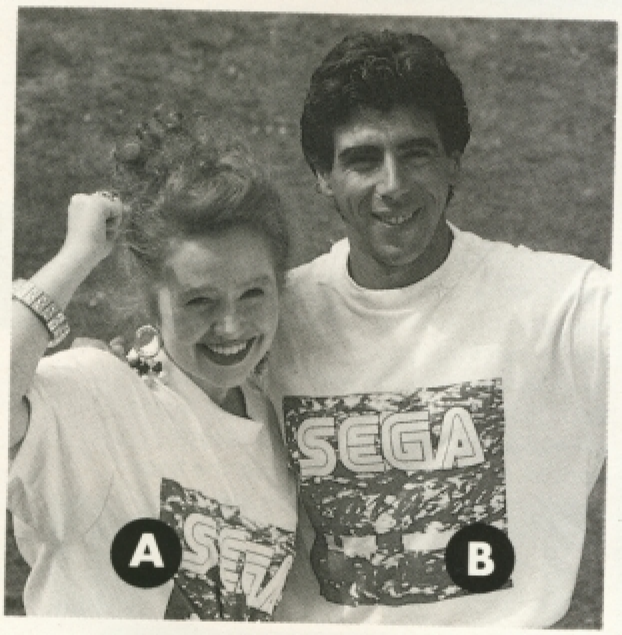
COMPO

THE SEGA SPLASH-DOWN!

WIN! WIN!

A SEGA MEGA DRIVE BUNDLE! FIVE SEGA GOODIE BAGS!







IT'S PARTY TIME!

Unless you've been asleep in a vault somewhere in Transylvania, you'll probably be aware that the groovy 16-bit console, the SEGA Mega Drive, has recently been released over here in the UK. Now, in order to give those of you with a palpitating joystick (oo-er) but no spondulies a chance to play one in the comfort of your own home, Virgin are giving one away. Completely free, gratis. Five lucky runners-up will receive spanking SEGA merchandising goodie bags, containing long and short sleeved shirts, laces, baseball caps, watches, bum bags, credit card holders... everything that a Mega Drive junkie could possible hope for.

DO YOU HAVE A WINNING STREAK?

If so, then take a butchers at these nubile girls and guy caught on Candid Camera whilst appearing at SEGA's Starlight Splash. All you have to do is match the faces to the following names. And just to make things more difficult, they're in anagram form...

1 AS IN 'O'
2 AS IN 'TIT'
3 TO BE TOBY
4 ED AND A DANCE TEAM
5 GRAVY ASIDE

Ooops! Five names and only four faces! One of them is a red herring...

IT'S A CINCH!

All you have to do is fill in the coupon, putting the correct numbers and names alongside the correct letters. So if you think 'A' is a piccy of a famous Soviet rock star called Nastita then put '2 – Nastita' next to 'A' on the coupon. Then fill in the tie-breaker and send it to:

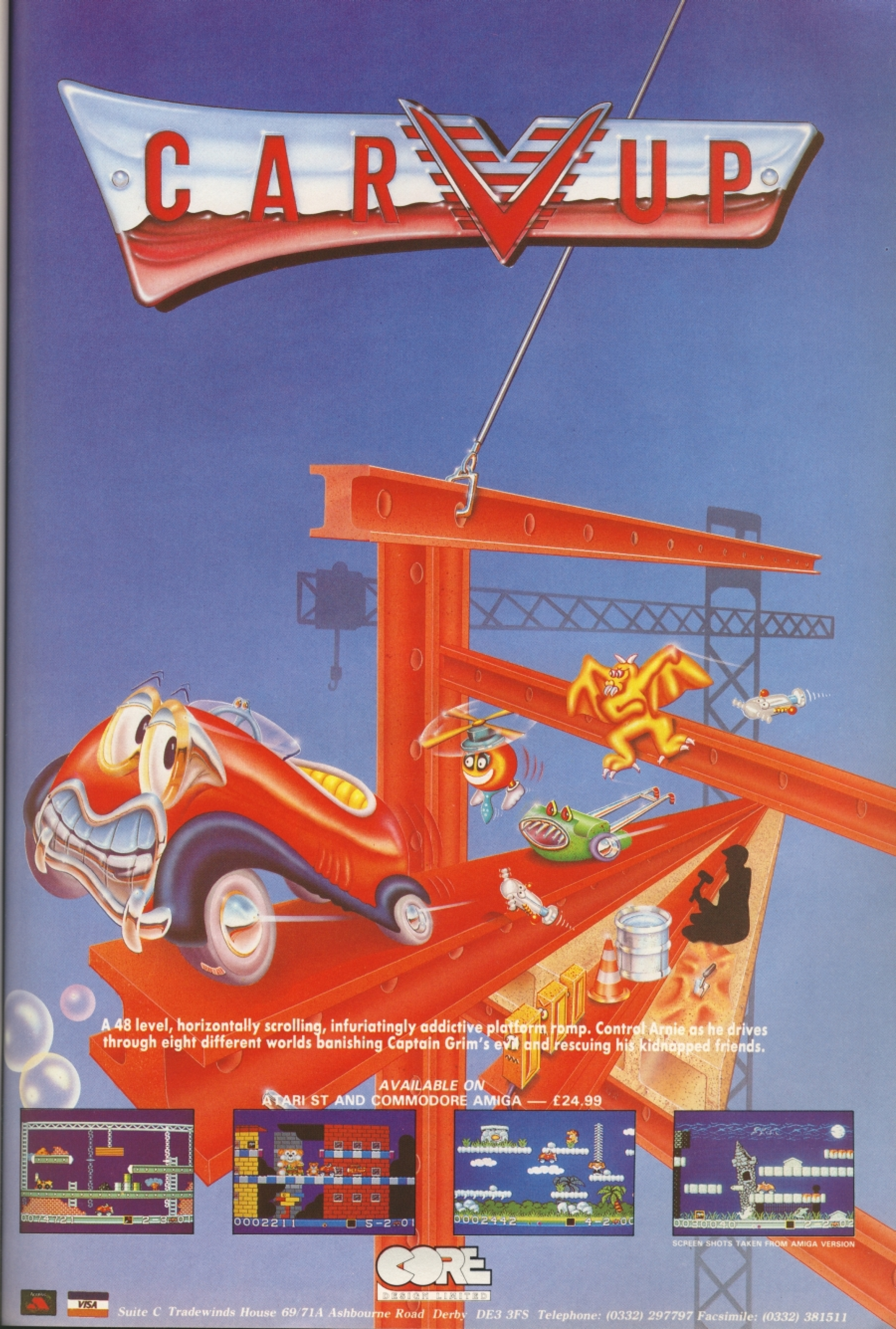
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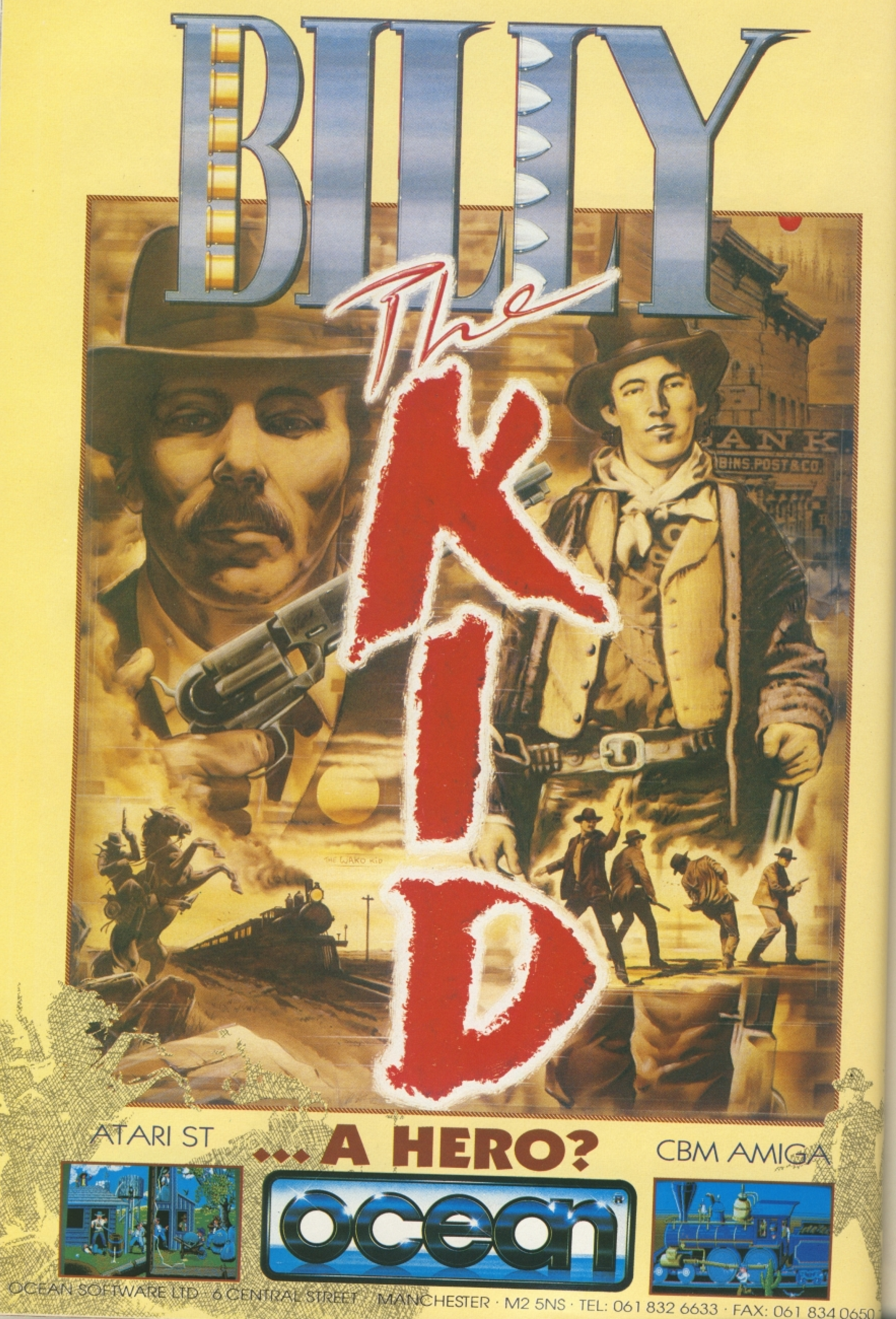
RULES

1 The Editor's decision is lafin, so no gagruin.
2 Entries that arrive after 31st January 1990 will be distributed at the next Radio 1 roadshow, i.e. binned.
3 Employees of Dennis, Virgin or Radio 1 caught entering will be forced to spend a two week holiday with Betty Boo at an exotic Caribbean location. (Aren't we a tease?)

SEGA SPLASH DOWN

A)________________ B)________________
C)________________ D)________________
Tie-breaker: I think the fifth 'red herring' star is ________________ (name)
Name________________
Address________________
________________ Postcode ________________
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DOSH EATERS

What has a more rapacious appetite than Scooby and Shaggy, more addictiveness than marzipan, and more fun than a pack of white lipped peccaries? That's right, it's all those lovely arcade machines at the Electrocoin amusement emporium. *David Wilson* checks out the new releases.

THE SCORE

There's no namby pamby addictiveness, graphics, life expectancy, tea making abilities, ridiculously-complex-and-meaningless-graphs-on-how-much-you'll-play-this-at-the-start-and-then-not-play-it-very-much-then-you-may-pick-it-up-again-then-you'll- put-it-down-again, here. Just Space Invaders. That's right, five Invaders for excellent, one Invader for crap. Simple, eh?

PUNK-SHOT

Konami/50p a go

Take a multiplayer basketball game and add *Final Fight* style beat 'em up action, and you've got Konami's *Punk-Shot*. Two teams of two battle it out in various unsavoury locations in the roughest toughest action you're likely to see this side of a Darby And Joan Jumble Sale queue. Not surprisingly I suppose, up to four players can simultaneously play this left, right, horizontal scroller featuring all the basketball action – passing, catching and goal shooting. Want to stop an opponent dribbling down the wing with the ball? Just punch him out! Repeated punching and kicking can actually knock members of the rival team onto the ground for a few seconds but be warned: they can do this to you too! The sprites are huge and well animated – the various shooting techniques employed would put some of the Harlem Globetrotters to shame! Even in a single player game, *Punk-Shot* is great fun – with four players it's the biz.



Waddya mean, Queensbury rules? Git outta ma way or git outta ma ghetto!



Ball, what ball? Let's crush their team with a crate of Heinz baked beans! Yo!

CARRIER AIRWING



James Roy, part man, all flying jacket.

Capcom/50p a go

Ohmigod. Talk about lack of originality in the arcades! Here's Capcom's latest title and guess what – it's exactly the same as *UN Squadron*, their recent hit and US Gold conversion. Erm... so let's pretend that you haven't seen anything of either of these titles. *Carrier Airwing* is a one to three player simultaneous horizontally scrolling shoot 'em up featuring three real life aircraft with rather unrealistically vicious weapon systems, pitted against various baddie air, ground and sea forces again featuring realistic sprites, but larger and meaner than life.

The intro features an animated story board where Tokyo gets taken out by a huge bomber. Banzai! (Which is Japanese for 'Berlimey!') Choose your plane and you'll have to go to the shop to tool up with hardware. Then you'll go into a really nice sequence where you're launched from your carrier with all the little crew members leaping around etc. Anyway from here on in it's blast everything in sight. The only differences between this and *UN Squadron* is that the planes are different: you get an A-6, an F-14 and an F-18 instead of an A-10, an F-5 and an F-14? Erm... apart from that and slightly different backdrops it's same game, different name. Obviously bit of a lacklustre month for the Capcom design team, but if you like *UN Squadron* and want more of the same, *Carrier Airwing* won't disappoint. Ho hum.

PIPE DREAM

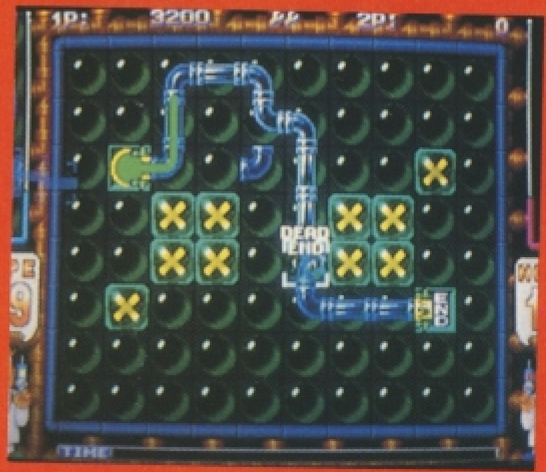
Mitchell Corp./50p a go

If you haven't come across the rather brilliant *Pipe Mania* (published by Empire, coded by the Assembly Line, ZERO heroed back in ish five) yet, then you'll now get a chance to check it out in the arcades. Yep, *Pipe Mania* or *Pipe Dream* as it was known in America has joined the elite number of games that have originated on home micros but have been deemed good enough to make arcade titles.

So here's *Pipe Dreams* the arcade game. Your task is to build a pipe system between a 'start' icon and an 'end' icon. After a time limit expires a horrid green liquid starts flowing so you'll have to race against this to complete the pipeline. You'll also have to use a certain number of pipe pieces which inevitably increases the further you get, which in turn means you'll have to build more and more complex pipe systems! There are also bonuses for doing clever things like looping the flow back on itself through cross pieces. A slick arcade version of a slick game complete with arcade frills like digitised voices and extra obstacles make *Pipe Dreams* a popular little number even if you do already have it at home.



Und in zis section of ze factory, ve pour ze peppermint cream into ze Aero bar. Yum yum choccie, ja?



Zis is ze special eclair section. Lotz of sqvare sveeties all pumped full mit our spezial fondue. Mmmmmm...

MAJOR TITLE

Irem/50p a go

Among the many golf games in the arcades at the moment is this title from the people who brought you *R-Type*. *Major Title* allows for up to four(?) player simultaneous golf action. It's got all the extras–even an animated section where you walk between the tees! The control system uses two buttons and a joystick. One button cycles through the different variables – Power, Direction, Clubs, Stance, and Spin, the joystick alters these variables and the other button initiates the swing. *MT* lacks some of the refinements of games like EAs brilliant *PGA Tour Golf* – there's no wind, no special shots and instead of hooking or slicing you've just got Spin. What you do get is beautiful graphics and the usual golf game addictiveness, especially in multiplayer mode.



Hmm, par 4, wind: light sou'west, select 4 iron, relax, swing. Damn!

POUND FOR POUND



Some people will do anything to win ZERO's Smack In The Marth compo.

Irem/50p a go

Hurrah! Now this one is a popular theme given an original twist. *Pound For Pound* is a boxing game where one or two players battle it out on a table top machine. In fitting with this, the game is viewed from the aerial position. Control of your boxer is via two buttons: each throws different punches and together put both your 'dukes' up for a block. The movement of your boxer around the ring is via one of those lovely trackerball doophas (you know, like the one we used to play *Missile Command* with). At the start of a bout you choose whether to have a hard hitting boxer or one who's a bit nifty in the footwork department.

Then you get to choose whether to train or to have a title fight. Before bouts and between rounds you'll get advice from your trainer. If there are no K.O.'s then each round gets scored by the refs. Despite initial reservations about the viewpoint, the graphics work well. Despite my lurve of little roll-on deodorants, the trackerball is a bit ropey as a control system. You only seem to be able to move when you're not punching and, as a result, sometimes I seemed to be back peddling like jiggery on the trackerball but not actually moving anywhere at all.

SLOTTIES CHART

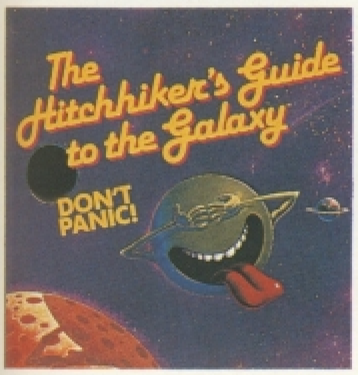
1. **MOONWALKER** Taito
2. **MAJOR TITLE** Irem
3. **HAMMERIN' HARRY** Irem
4. **MAGIC SWORD** Capcom
5. **TURTLES** Konami
6. **MEGA TWINS** Capcom
7. **WORLD CUP 90** Tecmo
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9. **DARK SEAL** DataEast
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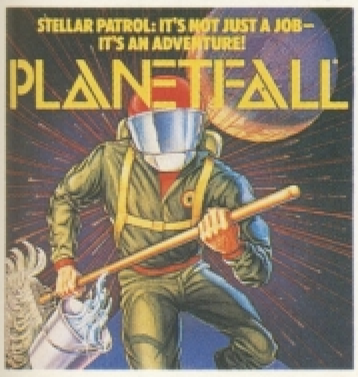
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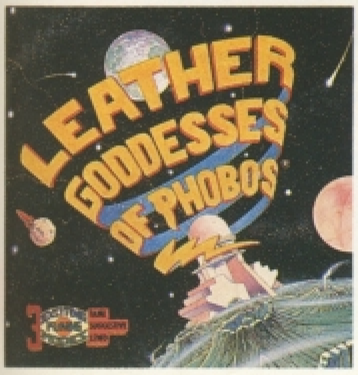
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ZERO



ADVENT CALENDAR

What's this then? Bit of a weird review, isn't it? It's got no score, no screenies – in fact, no game! Spook! In fact, it's the exclusive, cut-out-and-keep, executive, wall-hanging, ZERO Advent Calendar! You might have guessed that already, but read the instructions overleaf anyway. Have fun!



ADVENT CROWN? NAFF OFF. ADVENT CALENDAR? STICK THIS!

To prolong your delight and delectation over the entire Christmas period, ZERO recommends that you refrain from looking at the candid pictures on this page and reading their witty and entertaining captions. Instead, merely follow these simple instructions:

1) Ask your parent or guardian if you can borrow a pair of scissors. For those of you under the age of seven months, it's probably best to get an adult to help you to ask them, particularly if you're still having trouble with "Dada".

2) First of all, cut along the dotted lines at the left of the two pages to detach the calendar from the rest of the magazine.

3)Taking great care to avoid tearing the precious paper, cut around the three dotted sides of each calendar 'door' on the first side. This should create a number of orifices which, if folded along the fourth side, may be opened and closed at will. Just like your front door in fact! (Unless it's one of those really rare and expensive sliding ones of course.)

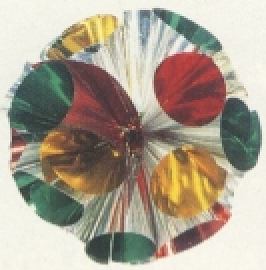
4) Next comes the trickiest part. Align the two sheets of paper carefully, so that when you open the door marked '1', the picture labelled 'December 1' is directly underneath. Again, try not to read what it says (unless it's December 1st, in which case feel free).

5) Um... (Oh dear, we forgot to tell you that you need some Sellotape.)

6) Ahem, go and get some Sellotape. Then carefully stick the two sheets of paper together by taping around the edges.

7) Congratulations! You're now the proud owner of a free-standing Advent Calendar! All that remains is for it to be attached to the wall. Pin it up using an appropriate pointed instrument (e.g. a drawing pin or six inch masonry nail).

8) Er... and that's it really.




DECEMBER 1
Time to dig out the Xmas decorations to find that only two survived the New Year's Eve party.



DECEMBER 2 – 19
The boring bit, so only worth one door. Nothing on telly except *Neighbours* Omnibus and trailers for the Xmas Day Judy Garland film. Nothing for it but to start wrapping your pressies. Handy hint: it's best to buy them first.



DECEMBER 20
"I love Christmas," says ZERO's Dep Ed David Wilson, "all those lovely ice creams and long days on the beach. Yum yum." Oh dear.



DECEMBER 21
Time for Editor Tim to start practising for his special Yuletide rendition of *Ding Dong Tapperty Tap Merrily On High*. Time for the neighbours to go abroad.



DECEMBER 22
ZERO's Lord Lakin sets off in search of Santa Claus.



DECEMBER 23
Oh no, where does this piece come from?! Is it Auntie Maud's 6000 piece Constable or cousin Rick's Sam Fox three piece jigsaw?



DECEMBER 24
The night before Christmas, time to worry. Will you get those *Rainbow* pyjamas?



DECEMBER 25
Er... hang on, there isn't supposed to be a door on Dec 25. Still, it's Betty Boo so who cares. Hurrah and Merry Crimble!

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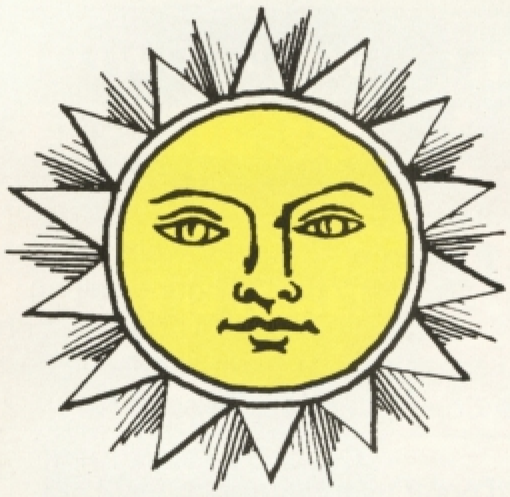
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CRYSTAL TIPS*

*AND ALISTAIR



THE

"Who waaaants to live for evaaaaahh!" 'sang' Freddie Mercury, backed by his mystery spooky band, Queen. Which is quite apt really, since in *The Immortal* the aim is to live for 'evaaaaahhh' (or possibly even longer than that if you follow this Crystal Tips guide).

Stride into your local, barge your way to the front, and demand a pint of Winter brew. Then sneak into a back room, pour half the beer on the floor, and top it up with Waitrose lemonade. Now you're a real shandy drinker fully entitled to read these very pages...

LEVEL CODES

Be very careful as you enter these codes. They describe your objects and hit points. If you type in the code wrongly, you might end up with -23 hit points, wearing an ornate orange cucumber and a T-shirt saying, "Zeus Says Do It Standing Up".

LEVEL 2 "757fc10006f70"
(Will O' The Wisp level)

LEVEL 3 "6e1ec21000e10"
(Protean Ring level)

LEVEL 4 "465fa31001eb0"
(Magic Carpet level)

LEVEL 5 "d4bfd41000eb0"
(Shrink level)

LEVEL 6 "bcfef51010a41"
(Spider level)

LEVEL 7 "6b10fb1010ac1"
(Norlac level)

LEVEL 8 "e590d710178c1"
(Dragon level)



"First you take a step to the left/And then a step to the right/You take your partner's hand... or claw... er... oh dear."

LEVEL ONE

Rifle the dead body and then pick up everything. Kill the goblin and activate the 'fireball' spell. Kill the goblin attacking 'Ulindor'. Go over to the now overtly generous soldier and nab the key to the chest off him. Open the chest and rifle it for everything it contains. Now, murder the second goblin with a fireball and collect everything, including the gold pieces.

Go through the arrow room and dodge the moving tiles. Follow diagram 1 to escape within an inch of your life.

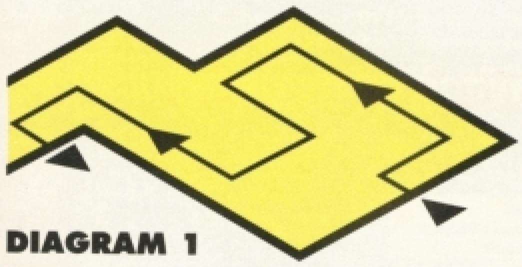


DIAGRAM 1

In the next room, follow the diagram in the manual to avoid the trapdoors. When you progress to the next chamber incinerate the torch on the wall. Dodge the trapdoors and the shades in order to pick up the Amulet and the scroll/charm.

LEVEL TWO

Pick up the gem and then leave the room by the upper door, dodging the slime. Go to the merchant and when the slimy dealer demands 80 gold pieces say 'NO'. Turn around and then go back. The aforesaid slimy dealer will then settle for 60 gold pieces. Buy the stone and pick it up. Watch out! If the 'Willo the wisp' approaches you, read the charm before you pick up the stone. If the 'Willo' doesn't materialise then read the charm anyway.

Slay the two guards and then collect the 'dust of compliance' from one of the guards. Enter the room, read the charm again and the wisps will kill the guards. Make sure you have wisps with you. Or you could be in a little difficulty. When the wisps have 'done over' the guards, plant the spores and then leave the room quickly. Return after 10 seconds, approach the king and give him water, and he will generously give you the code to the puzzle.

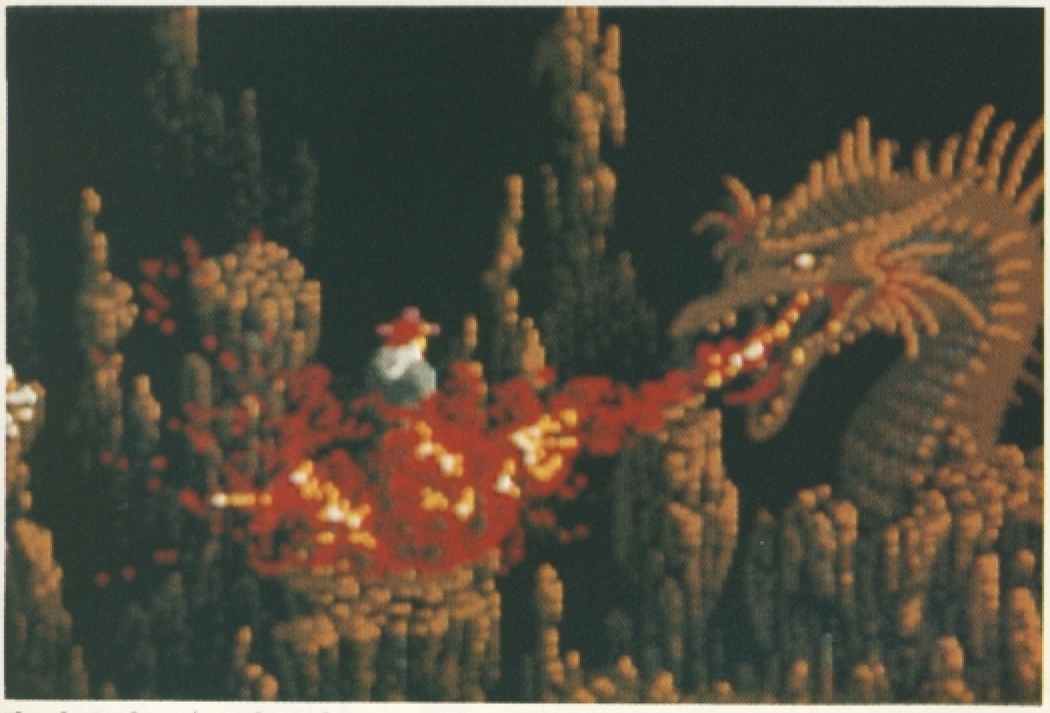
Use the slime oil and enter the room with the slime in it. Drop the stone and attract the slime onto the stone. The stone will miraculously turn into a jewel. Pick up the gembo, search the bones and pick up the sword. DO NOT search any further.Then leave the room by the lower door.

Go to the old man. The stubborn git won't give you the gem so throw a dash of the old dust of compliance over him and then approach him again. He will now be a tadge more conciliatory. Leave by the door on the far right. Dodge that slime, open door and drop the gems, in this order: Right, Left and Centre.

LEVEL THREE

Straightaway, go down the right ladder. Go to the chest and pick up everything. Go back up the ladder and then down the left ladder. Kill the left goblin with fireball. The little orc will actually turn out to be a troll carrying the 'protean

IMMORTAL



Thank God I remembered to put on my "Nicki Lauda asbestos special" flame-retardant underwear this morning. Or did I?

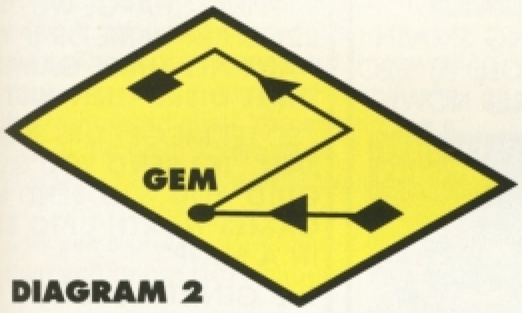


DIAGRAM 2

ring' with him. Blimey. Nab the ring and go down.

Wear the ring, go to the chest staying close to the walls and pick up everything. Go back to the start of the level and down the right ladder. Kill the massive mutha troll and pick up the 'ritual knife' that he has. Go through the door and up the ladder that is nearest the throne. Dodge the spikes (see diagram 2) and pick up the gem.

Attract the troll (put a slinky little number on, it usually works) and then throw the knife. Go through the lower door, using the 'gas bombs' to paralyse the trolls. Pick up the 'magic muscle' potion and go through the top door. Again, use the 'gas bombs' to paralyse the troll. Go into the beam of purple light, making sure you have the gem. As soon as you appear at the other end of the teleport, move – otherwise you'll fry.

LEVEL FOUR

Dodge the troll's blows until Ulindor throws a knife into his back. Go to Ulindor and pick up his magic carpet. In the next room along, pick up the ring and leave by door B. In the next room use the magic carpet to dodge the dodgy old trolls if possible. Give Ana the ring. Walk around the triangle on the floor three times clockwise.



I told her, "listen," I said, "If you don't get those cobwebs out of the corner, forget it."

HOW TO DO IT

Hurrah!! All round merriment and street parties greeted the arrival in the ZERO office of the first genuine *How To Do It* letter! It came from **Mathew 'Certified Insane' Crocker** from Bromley in Kent. Mathew is obviously a bit of a student of the Mad Dog school of flying, judging by his tips on Microsoft's *Flight Sim II*. Take it away MC... "Just boot the disk and you'll be lined up at Oakland Airport. Then go to Position Set in the Nav menu and key in this data:

1. Set the position of the aircraft to:

North: 17430.159
East: 5055.7683
Altitude: 17.00

These co-ordinates," says Matt (Do you mind our calling you Matt?) "will place you lined up for take off from the Golden Gate Bridge.

2. Set the position of the aircraft to:

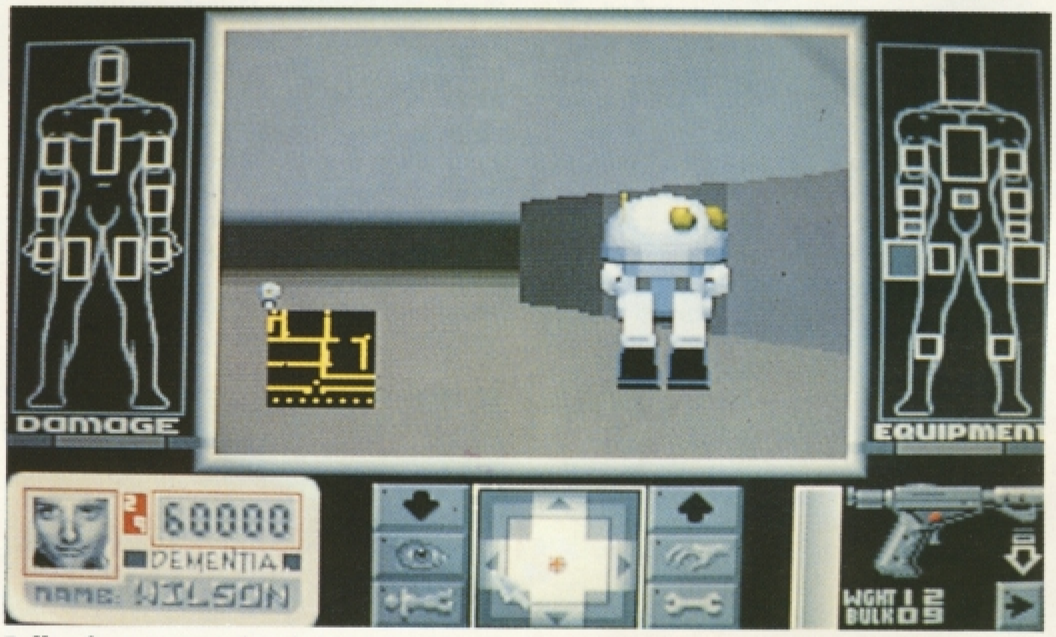
North: 17418.975
East: 5072.9945
Altitude: 575.00000

This will put your Cessna on top of a 600 ft office block. (You're probably recommended to pause the game before keying in this, otherwise you'll probably fall off. But while paused you can take a quick shufti round using the Panning and the Spot Plane Options.)"

Well done M-Baby (Do you mind if we call you M-Baby?), sounds like our kind of tip. A *How To Do It* goodie bag will be winging it's way to you as you read this. Similarly, the release of EA's *Interceptor* on budget has just afforded us the opportunity to cross the Golder Gate Bridge in an F-18 (Or F-16 if you prefer) with afterburner assistance. A sure fire aid to traffic congestion! Anyone else out there with some *How To Do It* tips? Send them to ***How To Do It*, ZERO, 14 Rathbone Place, London W1P 1DE.**

CORPORATION

***Corporation* - the 3D game with a difference. The difference being it's actually fun to play. Involving, fluid, profound, good to look at, charismatic. But enough of my Dateline application form, here's a Crystal Tips corporate guide...**



Following a recession in the cleaning industry, Hoover introduce their new model. It may not do much for your carpet, but it's a great guard dog.

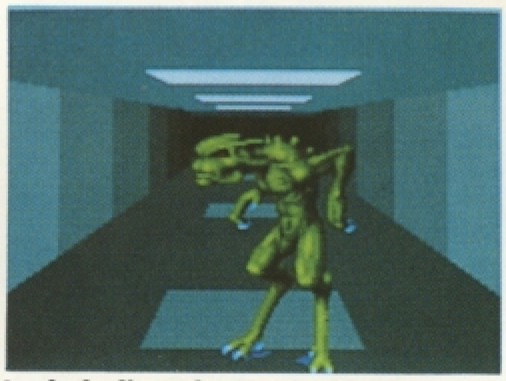
AT THE START

The most important thing to remember is: 'cleanliness is next to godliness'. A tidy backpack is essential for survival. Rearrange all your affairs so that everything is clearly placed and you know where all your 'things' are. Drop whatever you're wearing on your head and put the visor on (it's in your chest pocket). Don't forget to pick up the object you dropped.

You begin the level inside an elevator in the top left corner of floor five, facing East. Turn on your compass or remember the old 'Never Eat Shredded Wheat' adage if you find directions difficult. Walk out of the lift and turn right. Shoot the camera and then walk to the crossroads underneath it and take the right-hand alley. You should see a gap in the wall, where lies – if you look closely – a chrome dome. Walk up to it and click on the eye icon. You should now see a drinks dispenser: if you don't, then you're not close enough. Pick it up.

OFF WE JOLLY WELL GO

Turn to face East and a rather large crab will be squatting there. Try and ignore it and instead take the first door on the left before the crustacean. Walk into the room, turn West, and another dome will be visible. This is a refill for your new drinks dispenser. Grab it, leave and turn left (East). The crab is now very close. Stop moving before you reach it. Move as far to right of the corridor as you can, crouch and slowly turn left. You should notice an alcove next to the crab,

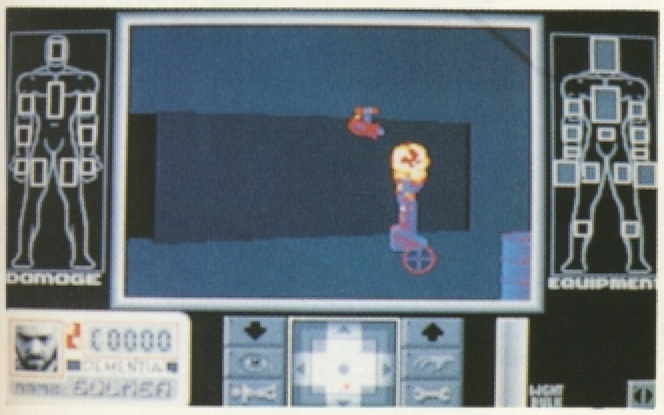


Look darling, don't you think that you've taken this diet far enough?

containing a squat metal object with three coloured lenses on the front. Shoot it and the crab disappears (it was only an hologram, you nonce).

NOW WE'RE ROLLING

Stand up, turn to the East and enter the next door on the left. Inside is a dome containing a lock pick. You need this lock pick (badly). Examine your energy levels. They'll probably be uncomfortably low. To replenish them, use the dispenser.



I don't know what it is, but it's big, purple and splurgey so I'll zap it anyway.

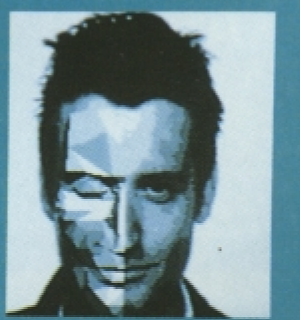
Leave the room but be cautious. Sentry robots are patrolling. If you encounter them, try to shoot them before they shoot you (the last sentence is © Bloody Obvious Advice Centre).

Turn East again and enter the penultimate door on the left. Be careful – there's the biggest robot you've ever seen in your life, with the biggest missiles in the world. Shoot him quickly, then walk to the north wall and turn right. There is a door in the North-East corner of the room. Prime a grenade, open the door and bung the grenade in,atomising the big sentry robot on the other side. Turn right through the door.

HERE WE GO

You should be able to see a metal post with a glass dome on top. Examine it more closely and you'll see that it is in fact a monitor. Manipulate it and a picture of a computer will appear. Find your security pass and manipulate it. It will appear in the terminal's slot. Point at the words 'SECURITY ACCESS' and then click on your belt buckle and manipulate the flying lead to plug it into the

PRISON



Sooner or later you're bound to wind up here. Luckily, when you're thrown in here you're left with all your possessions. The only way out is by using the bomb. Walk to the South West corner of the room. Manipulate the bomb and type the number 30. Click on your watch and at a convenient time (e.g. 30 seconds past), click on the red 'arm' button on the bomb. Go swiftly to the opposite end of the room and turn to face the bomb. Baboom! The bomb will vaporise most of the scenery, furniture and monsters in the locale, so head speedily to the nearest elevator and escape.

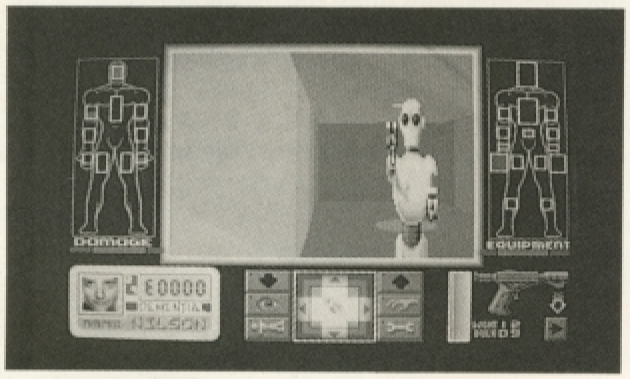
terminal. This replenishes your suit energy.

IN THE THICK OF IT

Now return to the corridor and progress South down it. At the crossroads, carbonise the camera and take the right hand fork. Open the first door on the right and ionise the sentry within. Walk across the room to the grey panelled door. It is locked. Hah. Use the eye icon and a small keypad should appear. Manipulate this and a bigger one should appear. Manipulate the lock pick. Now the keypad should be operating itself as the pick cycles through all the possible combinations. When it finds the correct one, the number will be displayed for you to note down. All the locked doors on a level use the same combination. You have five seconds to enter the door before it closes and locks again.

TOO FAR GONE

Once inside, blast the sentry and ignore the crab. Look around and you'll find the scanman hologram viewer and a hologram. Head South back to the corridor and then turn left again to face East. At the crossroads turn right and manipulate the control pad of the door with the white patch. This is the lift. Wait for it, enter it and use your security pass to access it. Select level four and voila! You have completed the first level.



Agent Wilson faces death at the hands of a mechanised White Beauty.

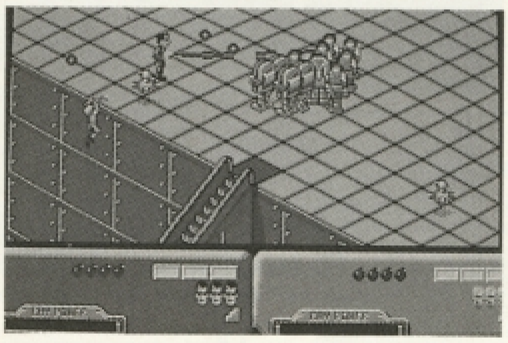
CORPORATION GENERAL TIPS

1. Only use the bomb to escape from the prison cell.
2. Watch your energy levels at all times.
3. Keep away from doors when walking down a corridor. This will cause the doors to open which could attract unwanted attention.
4. Approach a door as squarely as possible. If you come in at a bizarre angle you will become disorientated.
5. To pause the game, examine your gun.
7. Where's 6?
8. Not here mate. Try 9.
9. Not here either.
8. Oi! You've been here before!
6. Ah, here it is.

GUTLESS GULLY

PERPLEX

Bizarre alert! **Gary Harrison** has started a new trend. Sending in cheat modes but not telling us what the bloomin' games are! "Here's a cheat," he says, "to access levels 2,4,6 and 8. It's a complete cheat as there's only 10 levels to the game". What game? Whaaaaat game? Here are the codes and if you can suss it out then drop me a line: 'IMAGITEC' (level two), 'JOJO SAN' (level four), 'GUSTAVUS' (level six), and 'NINJASDL' (level eight).



EFTPOTRM

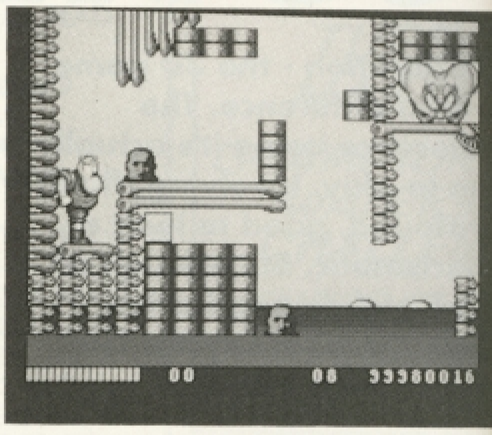
To avoid having to kill the reptilons at the end of the level, go to the end barriers and while pressing bombs push yourself forwards through the left, middle or right. You will find yourself by the portomatic. Thanks to **Simon 'Shandy' Westbrook** for that one.

SLIPHEED

I always thought that 'Australia' (or 'The Place Where Neighbours Comes From' as it is over here) was a country packed to the brim with beer-swilling, belching monolithic life guard surfers, who drank all morning, all afternoon, and were attached to a saline drip so they could drink all night. But, alas, it seems that 'Oz' is just as packed with shandies as Brit is. Take **Peter Oliver** for example. He's noticed that if you press F9 in *Slipheed* (the Sierra game apparently) you advance to level two, while F10 advances you to level four. Shandy on.

MIDNIGHT RESISTANCE

What a corker this game was, eh? Damn good graphics, damn good gamplay and damn difficult. Lucky then, shandies, that we have a cheat for both versions of the game isn't it? On the title screen, pause and type 'ITSEASYWHENYOUKNOWHOW' (no spaces) if you own an Amiga, and 'SAMANTHALYON' on the ST. Don't forget to load the game first.

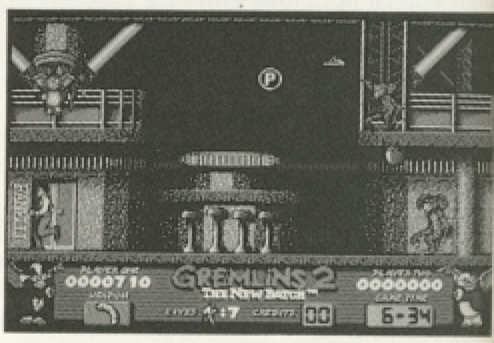


MONTY PYTHON

I, being the wit that I am, could easily introduce this cheat with some zany quote from a *Monty Python* sketch, especially adapted for Gutless Gully. Something like, "I'm a shandyman and I'm okay." or something equally funny. But instead I am simply going to tell you to type 'SEMPRINI' into the hi-score chart to be able to choose any level.

GREMLINS 2

Um. Type 'SINATRA' on the high score chart for something or other. Thanks to **David 'I'm not sure what this cheat mode does but I'm sure I remember something about it' Wilson** for that absolutely magnificent dry-white-wine-and-soda tipplette.



COME AND GET IT

Yes. It's true. The fabulously generous (and handsome) ZERO editorial team has decided that the best big fat wobbly tips contribution per month will be on the receiving end of a massive software prize worth er... a lot of spondulies. Send, send, send to David McCandless, 'My Tips Are So Big I Can Sling Them Over My Shoulders, Fnarr', ZERO, 14 Rathbone Place, LONDON, W1P 1DE.


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IMPROVE YOUR HEX LIFE!

After months and months of painstaking coding, *Jon North* has finally finished his protection system, XLR-8 (good name, eh?). It's proved a tough old cookie to crack, and should be on a game or two in a couple of months. So while you're waiting, here are some pokes.

TUSKER (ST)

First up this month is an infy lives routine for *Tusker* on the ST, from a couple of new faces to this column, **Steve Newcombe** and **Laura Horwood** from Sutton in Surrey. Using it is a bit different from the norm. Firstly, type in the listing and RUN it, and it will create a new file called TUSKER.PRG, which you should place in an Auto folder. Now reset the ST and, when requested, slap in your *Tusker* disk for infy lives.

```
10 REM Tusker by Steve Newcombe and
Laura Horwood
20 T=0:OPTION BASE 1:DIM
A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM Remove this line if
using new basic
40 FOR X=0 TO 211 STEP 2
50 READ B$:B=VAL("&H"+B$):POKE
CHEAT+X,B:T=T+B
60 NEXT X
70 IF T<>&H0018BF00 THEN PRINT
"ERROR":STOP
80 BSAVE "Tusker.prg",CHEAT,212
90 DATA 601A,0000,00B4,0000,0000,
0000,0000,0000
100 DATA 0000,0000,0000,0000,0000,
0000,487A,008D
110 DATA 3F3C,0009,4E41,5C8F,3F3C,
0007,4E41,548F
120 DATA 4267,487A,006C,3F3C,003D,
4E41,508F,3F00
130 DATA 2F3C,0001,3864,4878,7F00,
3F00,3F3C,003F
140 DATA 4E41,4FEF,000C,3F3C,003E,
4E41,588F,42A7
150 DATA 3F3C,0020,4E41,5C8F,46FC,
2700,41FA,0024
160 DATA 43F9,0001,3864,7006,33FC,
60D2,0001,3890
170 DATA 4FF9,0007,F000,32D8,51C8,
FFFC,4EF9,0001
180 DATA 3880,33FC,4A79,0005,C7CA,
4EF9,0001,A000
190 DATA 424F,4F54,4552,2E49,4D47,
001B,4549,6E73
200 DATA 6572,7420,5475,736B,6572,
2064,6973,6B20
210 DATA 616E,6420,7072,6573,7320,
6120,6B65,7900
220 DATA 0000,0000
```

TIME MACHINE (AMIGA)

I'm afraid that I simply can't get to grips with this game. Do something in one time zone to affect what happens in another, multi-dimensional travel and all that malarkey. I'd much rather stay in bed! Anyway, for those of you who hanker for a *Doctor Who* existence, this routine gives infy lives. You just type it all in (save it if you want), slap in your *Time Machine* disk, ignore the requesters telling you it's come a cropper, RUN the program and you'll have yourself infy lives. Thanks very much to **Gary Brackley** of Carshalton for this one.

```
10 REM Time Machine by Gary Brackley
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 123
40 READ B$:B=VAL("&H"+B$):CHEAT%
(X)=B:T=T+B
50 NEXT X
60 IF T<>01296172 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA 4CFA,00C3,0010,2C78,0004,
4EAE,FF3A,2840
90 DATA 6612,4E75,0000,0600,0001,
0002,0000,0030
100 DATA 0000,0400,70FF,4EAE,FEB6,
4BEC,0048,3AC7
110 DATA 429D,3AC0,5280,67DA,93C9,
4EAE,FEDA,2AC0
120 DATA 2A8D,2B4D,0008,589D,4295,
4BEC,0008,7A05
130 DATA 1A85,41ED,0038,5C8D,2AC8,
3A86,41FA,0050
140 DATA 9080,9281,224C,4EAE,FE44,
4A80,66A4,224C
150 DATA D8FC,0100,337C,0002,001C,
41E9,0024,9BCD
160 DATA 48D0,3080,3346,0012,4EAE,
FE38,41FA,0032
170 DATA 3218,3018,EAB8,D040,3998,
0000,0480,07FF
180 DATA FFFE,64F4,5341,64EA,4EAC,
000C,4ED0,7472
190 DATA 6163,6B64,6973,6B2E,6465,
7669,6365,0000
200 DATA 0000,05DF,41FA,0010,43F8,
0300,3749,009E
210 DATA 701F,6112,4ED3,43F8,0830,
41FA,0012,7004
220 DATA 6104,4EF8,1800,32D8,51C8,
FFFC,4E75,31FC
230 DATA 4A78,16B8,4EF8,1600
```

MAGIC FLY (ST)

And finally, a little something from yours truly, which gives infinite lives on *Magic Fly*. Type it in and run it to create a file called MAGICF.PRG, which you can execute directly from Desktop.

```
10 REM Magic Fly by Jon North
20 T=0:OPTION BASE 1:DIM
A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM Remove this line if
using new basic
40 FOR X=0 TO 219 STEP 2
50 READ B$:B=VAL("&H"+B$):POKE
CHEAT+X,B:T=T+B
60 NEXT X
70 IF T<>&H00189889 THEN PRINT
"ERROR":STOP
80 BSAVE "MAGICF.PRG",CHEAT,220
90 DATA 601A,0000,00BC,0000,0000,
0000,0000,0000
100 DATA 0000,0000,0000,0000,0000,
0000,4FFA,01FE
110 DATA 4879,0000,0300,487A,FEF4,
4879,004A,0000
120 DATA 4E41,4FEF,000C,487A,0066,
3F3C,0009,4E41
130 DATA 5C8F,3F3C,0007,4E41,548F,
4267,487A,004C
140 DATA 3F3C,004E,4E41,487A,0045,
487A,0041,487A
150 DATA 0066,4879,004B,0003,4E41,
4FF9,0007,7FF0
160 DATA 2F40,0004,2240,43E9,0100,
4269,308A,4269
170 DATA 30BE,4269,30F2,2049,D1FC,
0001,C09C,30BC
180 DATA 4A6E,317C,4A6E,0014,4ED1,
2A2E,2A00,1B45
190 DATA 496E,7365,7274,204D,6167,
6963,2046,6C79
200 DATA 2064,6973,6B20,616E,6420,
7072,6573,7320
210 DATA 6120,6B65,7900,6175,746F,
5C6D,6167,6963
220 DATA 666C,792E,7072,6700,
0000,0000
```

STOP

WHAT HAPPENS NOW?

That depends on what you're up to, doesn't it? (snark snark). To use one of these listings, type it in, save it if you want, run it, then follow the blurb to find out what to do next. It's that easy. (Honest!)

An Amiga routine and two ST routines. What more could you want? Yeah okay, apart from some PC pokes? More of the same? You bet! This is where you come in (you knew I was leading up to that, didn't you?) – send your routines to Jon North, IYHL, ZERO, 14 Rathbone Place, London W1P 1DE. Anything printed gets a game or a T-shirt (apart from my stuff, sob sob), so get to it!

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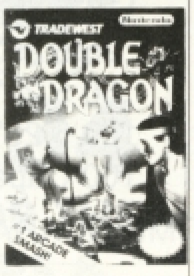
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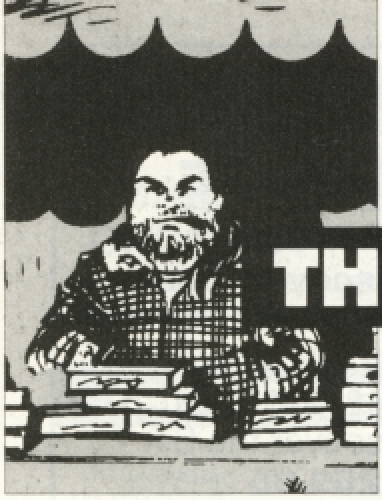
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XENOMORPH	16.99	16.99
*YOLLANDER	16.99	16.99
*ZONE WARRIOR	16.99	–

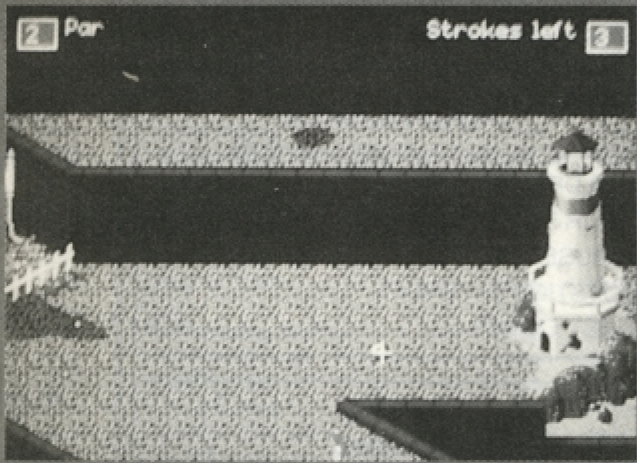


THE PRICE I$ RIGHT

We couldn't think of an intro this month, so we'll leave it to Bloggo... "Ullo me old muckers, Bloggo here to tell you about all the latest budget releases. Not that I need to do this sort of thing now that I've gone 'straight'. I mean I'm absolutely loaded with wonga after I dobbed in all my former associates. Still, I do this as a favour to you, mah sons, so pay attention. Oh, and then Naff Off!"

ZANY GOLF

Star Performers/Amiga & ST/£9.99



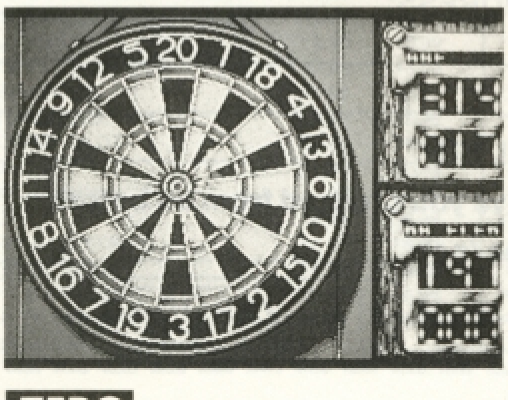
Bloggo: Second game from EA's new budget series and although a tad ropey as a full pricer, *Zany Golf* is a great title for budget consumption. Although I'm not really a golfer (I'm more into 'contact' sports, if you get my drift hur hur hur), *Zany Golf* is quite a novel and addictive little number. It's a mouse controlled putting game set on one of those Crazy Golf courses and, as such, makes quite a change from the myriad 'normal' golf games. Simple to get to grips with and boasting some pretty impressive ST graphics, *Zany Golf* proves itself to be addictive fun for all the family. Another one with the Bloggo seal of approval (as have my finest quality acrylic pullovers – one size fits all, just £9.99 a piece on my market stall).

OVERALL SCORE 88

JOCKY WILSON'S DARTS CHALLENGE

16 Bit Platinum/Format/£9.99

Bloggo: From the people who brought you 8-Bit budgets on the Zeppelin label, comes this new range of toff machine cheapies. And first off on the 'ockey (hur hur hur) is a close personal friend of mine... and a great guy, Mr Jocky Wilson. Top international darts player, Jocky has also flirted with success in the pop charts with his moving rendition of *Jocky Wilson Says*.



JWDC is a straight darts game with two player head to head, Round The Clock or Tournament matchplay. Graphics are always the same dartboard but when you play a computer player, you'll switch to an overhead view of him flinging his 'arrers'. A digitised voice chimes in to deliver your score but he only seems able to count in twenties. Your dart appears in front of the board and it wibbles about all over the shop, in fact it simulates the dart player being completely pissed. All that's missing for an accurate sim is a portion of beer belly on screen as an added obstacle to obscure the board. If you like darts, you'll like this – otherwise it's a very small and somewhat average game with a frustrating control system.

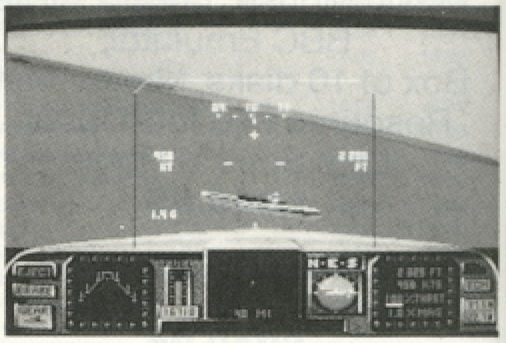
OVERALL SCORE 68

INTERCEPTOR

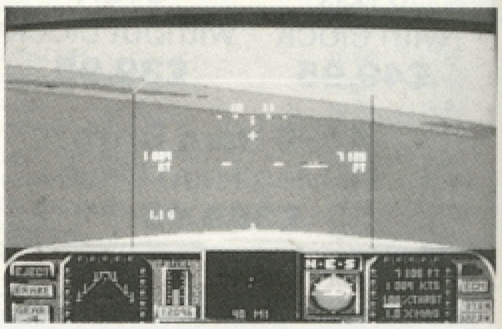
Star Performer/Amiga/£9.99

Bloggo: Everyone is getting on the budget bandwagon these days, and that's no bad news for us bargain hunters. One of the recent new arrivals on the scene has been Electronic Arts who have unleashed a horde of stonking titles from their large back catalogue. The new range is called Star Performers and here's one of the first to carry this new logo – it's the classic *Interceptor*.

Back in the pre-*Falcon* days when flight sims tended to have lump of green = ground, lump of blue = sky, this little number was a hit for its San Francisco Bay location (complete with Golden Gate Bridge et al) and its ground breaking use of external views and fast filled vector graphics. The missions are a treat, especially the one where you chase a cruise missile across San Fran,



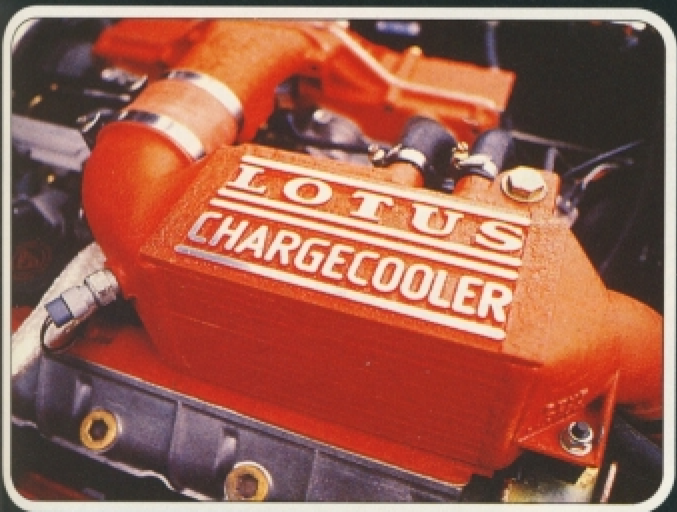
but to see these you'll have to qualify on the training mish, and since this includes the rather precarious task of performing a carrier landing, it may take some time before you actually get to see them! It also caused a bit of a stir when Macca said you never get to see a close-up

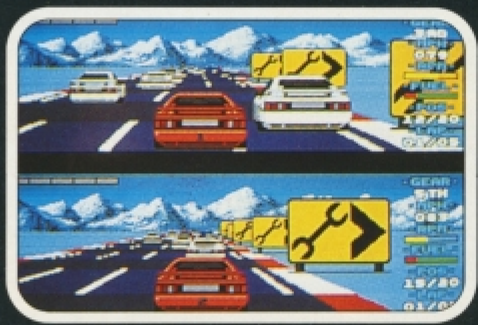


because of accurate scaling or something. A couple of you wrote in to say this was twaddle and that they'd seen the whites of the commies eyes! Now find out for yourself for less than a tenner! It's slightly more arcadey than some of its competitors and, bearing in mind its age, it still has a lot of appeal. The main problem is that you may already have it, since it used to be packaged with new Amigas, but if not, it's worth buying at this price (er... unless you don't like flight sims).

OVERALL SCORE 90

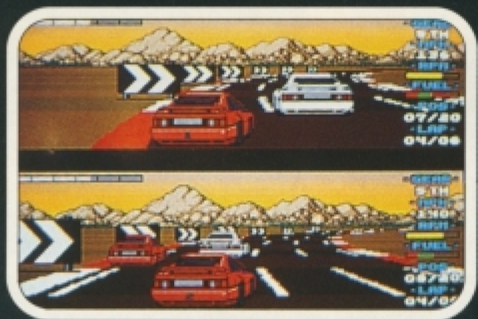
LOTUS ESPRIT TURBO CHALLENGE



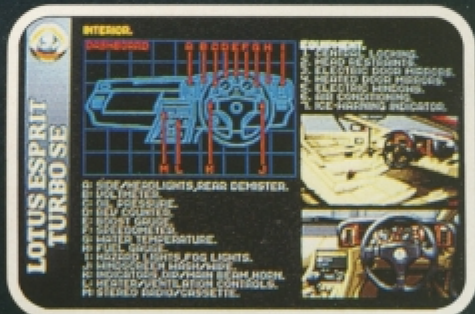












Screen shots from Amiga format.

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DÉJÀ VU

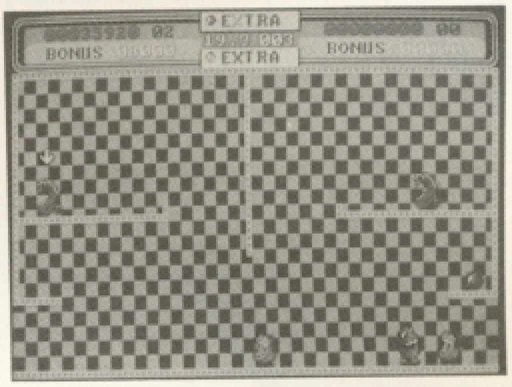
We've all been there, but who writes it down? ZERO gives you a second chance with a look at old games on new formats.

HELTER SKELTER

Audiogenic/PC/£19.99/Out Now

Paul: Computer games are getting more like records. Well, not exactly like them. After all records are round and flat while computer games are a sort of square shape. Let's try again. The computer games industry is getting more like the record industry. When a programming team produces a hit game, suddenly everyone gets excited in their back catologue (so to speak). The Assembly Line's run away success, *Pipemania*, has inspired a release of an updated *Helter Skelter* on ST and Amiga, and the game's first appearance on PC.

Helter Skelter is all to do with a bouncy ball called Billy and a lot of monsters not called anything in particular. To destroy the monsters Billy must bounce on them. Easy. Except that controlling Billy is a bit like trying to play basketball with a hedgehog. The fire button controls the bounce of the ball while the joystick controls direction. All this control has to be very precise since you have to hit a selected monster at each time. Hit the wrong monster and



it'll split in two. Added to this the screen is littered with platforms and you're up against the clock. It's all very tricky, very frustrating and very addictive.

The game works most effectively in two player mode with the choice of co-operation or competition. Graphically *Helter Skelter* is cheerfully cutesy, though this is slightly lost in CGA mode. This doesn't stop it being a game of stomach tightening tension.

GRAPHICS 80	ADDICTIVENESS 86	SOUND 78	EXECUTION 84	OVERALL 82

WOLFPACK

Mirrorsoft/Amiga (1 Meg Only)/£29.99/Out Now

Paul: Submarine games are a bit of a funny old thing to convert onto computer. A submarine is not, after all, the most visual of places. You spend most of your time lurking on the bottom of the ocean with nothing to look at except the boils on the back of the captain's neck. Most submarine games look the same.

Wolfpack differs from other submarine games not in look (though the graphics are good) but in content.

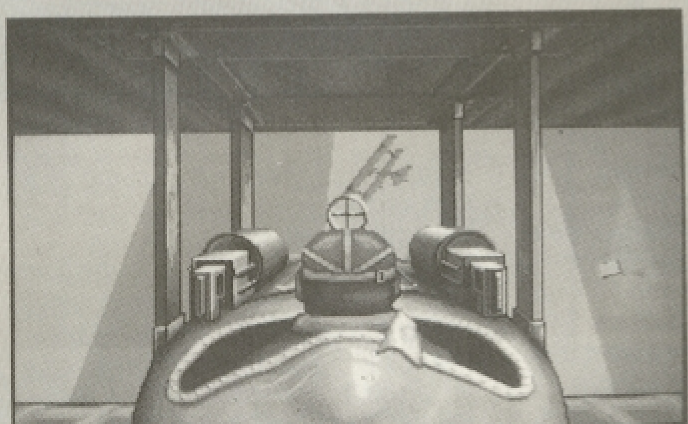


Instead of controlling just one submarine you can control a whole (wolf)pack, jumping between subs during the engagement without once getting your feet wet. For a bit of variety you can play hunted instead of hunter and put yourself on the bridge of a destroyer on convoy duty. If you want to add a touch of personal vendetta to the proceedings then there's even a two player "Duel" option. A sort of head to head or rather rudder to keel.

Crammed full of options, *Wolfpack* aims to provide a crossover between sim and shoot 'em up. In fact it rather falls between the two stools. The missions are, in general, on too small a scale and the decision-making options too limited for real sim enthusiasts. Equally the game is probably too complex or strategic for shoot 'em up enthusiasts. Still, it does have some interesting variations on the sub theme.

GRAPHICS 82	ADDICTIVENESS 78	SOUND 78	EXECUTION 82	OVERALL 79

WINGS



Mirrorsoft/Amiga/£29.99/Out Now

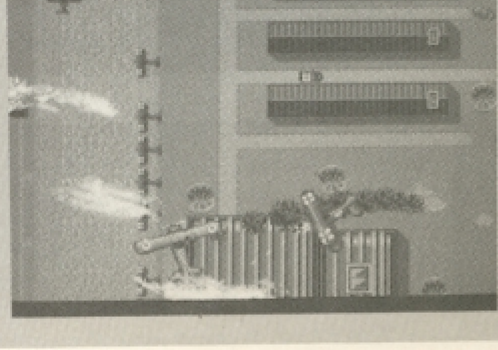
Paul: "Hey this isn't a déjà vu, you've already reviewed *Wings* on the Amiga. Honestly don't you lot read your own magazine?" Ah but dear reader, this *is* a déjà vu because the original review was a one meg review whereas what we have here is the 512K. And are they different? Are they different?!? Well no, not really.

The 512K version doesn't have the cinematic introductory sequence where the Wright brothers reach for the sky. Atmospheric though this sequence is, it's the sort of thing you only watch once so it represents no great loss. You simply get into the game more quickly.

The game is unchanged and still divides opinion in the ZERO offices. The dogfight sequences are slick and exciting while the bombing/strafing sequences are quite fun. However, what about the bits in between? Do the Squadron log and endless interviews with Colonel Farrah add atmosphere or just an irritating break in the flow of the game? The jury is still out.

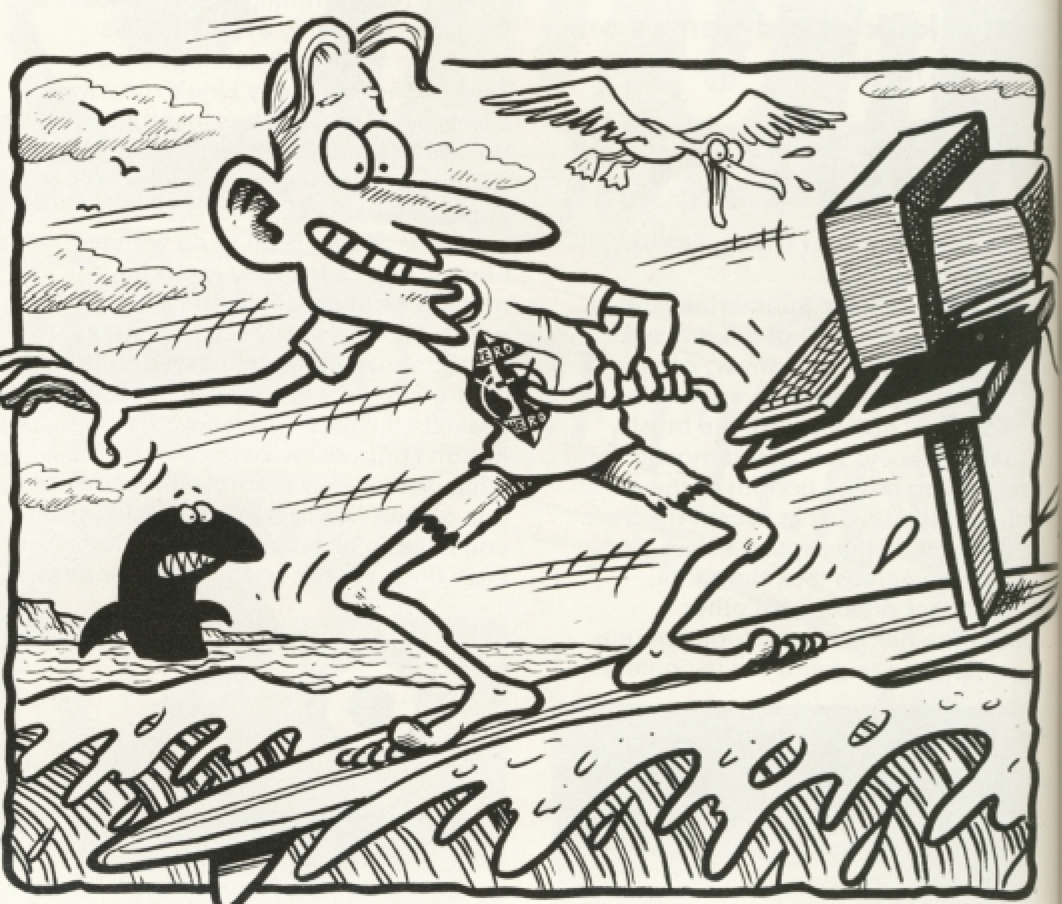
What does break up the flow of the game is the hassle factor. As with the 1 meg version, the 512K game comes on two disks which have to be continually swapped often at the most irritating time.

GRAPHICS 88	ADDICTIVENESS 85	SOUND 90	EXECUTION 80	OVERALL 87



ADVENTURES

EPISTLY FOR YOU



***Mike Gerrard,* the hippy with a penchant for Jason Donovan and Abba, certainly knows a bargain when he sees one, and kindly shares it, Sue Medley (?!), and the heavily sedated Clueseau with you.**



"Money, money, money... it's a rich man's world." I know you'll be surprised that an ageing hippy (with a beard) knows the words to a song from a heavy metal group like Abba, but there you go. Life's full of surprises. It was a surprise to me to get a catalogue of ST software from **Teresa Tyler** of 105 Burnham Green Road, Burnham Green, Welwyn, Herts AL6 ONH. Well, getting it wasn't a surprise as I'd sent off for it, but the cheap software in it was a surprise! Teresa deals in second-hand ST software, originals only of course, and there are plenty of bargains to be had. Bargains like *Shadowgate*, *Déjà Vu* or *Uninvited*, all at £4; Infocom's *Zork 2*, *Zork 3* and *Sorcerer* at £6 each, or Sierra titles like *Police Quest 2* and *Leisure Suit Larry 2*, at £7.50. A good way of getting hold of older titles, or you could do a part-exchange deal and swop some of your solved games for new ones.

By the time you read this, the games I've mentioned won't still be available, of course, but others will so it's well worth sending an SAE Welwyn-wards now! (Sorry it's only ST stuff, but if anyone knows of a similar service for our other 16-bit chums, why not share it with the world?)

Another way of getting cheap adventures would be to go and live in Australia, like **James Norwood.** James kindly sent me a postcard, which said that "Everything about Western Australia is big!" Hmm, I must go and visit one of their beaches and check that out. Ahem. James tells me that "Sierra games are cheaper out here than in England", and there are lots of computer shops and American magazines. One of the mags said that Sierra's *King's Quest II* was coming soon as a CD-ROM adventure. Blimey O'Reilly, something else to save up for. (apart from the fare to Australia). I've always fancied going down under.



Everything about Western Australia is big!

You must be able to get ZERO down there, as here's a letter from **David Hobday** of Melbourne, Victoria, where presumably things aren't quite so big. Bad luck, David. He asks first of all if I can send him a map of the catacombs in *Bard's Tale*. Easy! The answer's no. Solutions I've got by the bucketful, and if anyone sends me an SAE or IRC I'll take one out of the bucket and put it in an envelope for you. But maps I can't offer, as they need photocopying rather than printing, and I don't have a copier in my 'umble little office at the hedgehog farm. Mind you, if someone wants to give me a copier, I could easily make room for it.

David also asks what to do at Cotton Cove in *Police Quest 2*, as he always misses when he tries to shoot Bains there. Oh deary me. Maybe you didn't practice enough on the shooting range near the start of the game? Adjusting the sights correctly could solve what's causing that particular problem.

Back to the question of maps, and

maps for several adventures are now available on disk from **John R. Barnsley**, 32 Merrivale Road, Rising Brook, Stafford, Staffordshire ST17 9EB. John also provides solution disks, and I've mentioned his service before but it's worth a repeat as he can now provide the disks not just for STs but also for PCs and Amigas. He's busily converting his maps, too, so no matter what machine you've got, send John a stamped addressed envelope and he'll let you know what he's got, so to speak. John also sent me a solution to *Arazok's Tomb*, a creaking, ancient Amiga adventure which Ronald Meens asked about a few issues back. What a kind soul. Now if Ronald wants to write to me again, this time printing his address clearly, I'll pass the solution on to him. His last letter looked something like the death throes of a tapeworm.



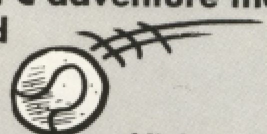
Not long ago I wondered how **Steve Kilcline** and **Richard Aston** of Court Road in Malvern could be neighbours, as claimed, when one lives at 111 and the other at 115. What about the chap at 113, I wanted to know! Well, clever clogs me was put in my place as Steve sent me in a map showing how Richard's garden backed on to his, making them neighbours, so there. I still feel sorry for no. 113, with a mad adventurer either side. Steve and Richard have both solved *Hero's Quest*, and offer these tipettes to puzzled players. At the start, when adding points to your Skills, you only need to get these to a score of five. Any points left over you should put on Weapon Use. When you go to the tree outside the healer's and try to CLIMB TREE, you'll be told that you need a little more practice. All this means is that you should continue to type CLIMB TREE till your skill gets high. To get a bit of the old dosheroonies, you can work in the hut in the castle, and sell the ring and components (beard, claws, flowers, mushrooms) to the healer. Thanks for the tips, wonders of Malvern.

I feel sorry for no.113, with a mad adventurer either side

More thanks, this time to adventurer supreme, **Phil Thompson** of Bwclr in Clwyd. He's just sent me solutions to *Colonel's Bequest, Hero's Quest, Conquest Of Camelot, Codename Iceman, Manhunter 2, Space Quest 3, King's Quest 3* and *King's Quest 4*. And before you ask, yes it was an extremely big envelope. And that's it! Bye-bye, ZERO funsters, till next month.

JACARANDA JIM

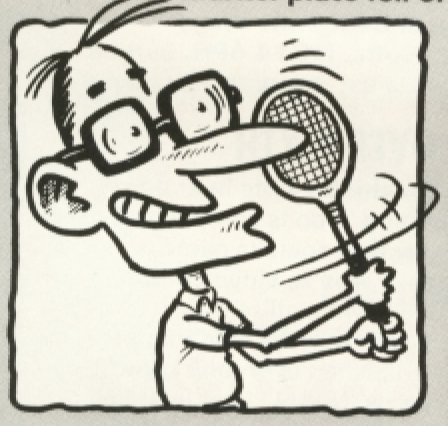
Now I know you think I'm just looking for another excuse to print a photo of Sue Medley who first graced these pages a few issues ago. Well actually, you're right. But she's given me her thoughts on a PC adventure that ZERO reader Graham Cluley has written and put on the market. So it's over to Sue-hoo.



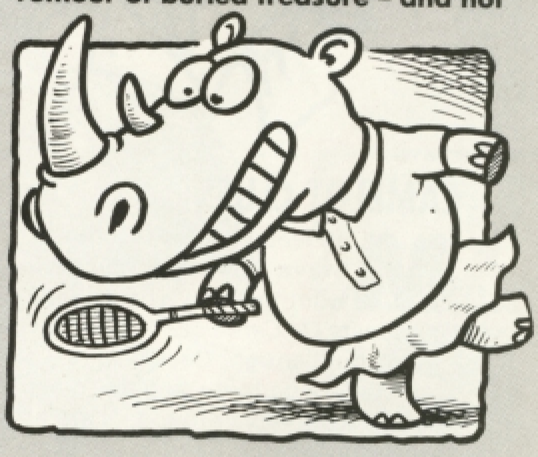


It's getting increasingly difficult to find text-only or text/graphics adventures on the 16-bit machines, so what are we die-hards to do? The answer is to look at the independently-produced games from the likes of Zenobi Software, and also to delve into the realm of PD and Shareware where a few people still continue to produce old-fashioned adventures.

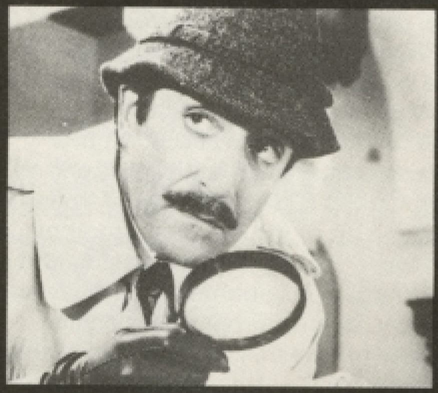
One such game is the PC Shareware game *Jacaranda Jim* by Graham Cluley, a text-only game set on the planet Ibberspleen IV. Having crash-landed your cargo ship during a fairly-routine trip to Jupiter, you pass out. You are woken from a dream (in which you were playing tennis against a rhinoceros called Hilda) by the character who had rescued you from your damaged ship. He's a Gribbley by the name of Alan who is your main companion during the game. Awaking in darkness, it is an easy matter to find a source of light and begin your explorations. As you've probably guessed from the previous details about the adventure, this is not a serious game... and you ain't heard nothing yet. For, returning to your starting point with your torch, you find it is Alan's den, full of invoices and ledgers which he seems reluctant to talk about. Hanging from the ceiling is a chain which Alan explains is his shower system, though he's having trouble with the plumbing. Sure enough, a swift yank on the chain will bring a shower of rose petals onto your head and when you look round, you'll find you've been transported to a market place full of elves. All this excitement and still only 10 points out of 2400!



But from here on in, the game starts to get really weird! Why is the boxer in the Town Hall dressed so strangely – and why are you his opponent? Who is Grog the Gorilla's boss and how can anyone eat their way through a wall of fruit without being extremely ill? Why do Ibberspleen postmen always deliver their mail on rollerskates, and where on earth does Alan go at night? Add to this the story of the "hooded winged one" and the rumour of buried treasure – and not forgetting a thief who will accost you at regular intervals – is there no escape from this insane planet? Only time and, I suspect, a great deal of lateral thinking, will tell.



***Jacaranda Jim* can be frustrating attimes when you think you've solved a problem but discover you are up yet another blind alley, but this just goes to show the excellent planning on the programmer's part. The game sells for £5 in the UK direct from Graham Cluley at "Malvern", Seaton Road, Camberley, Surrey, GU15 3NG, £7.50 in Europe, £10 overseas; add an extra £1 if you want it on a 3" disk. This gets you the latest version plus access to help, including maps. *Jacaranda Jim* is well worth trying and will certalnly give you some sleepless nights before you solve it!**



CLUES-EAU

ZE MAD INSPECTOR STRIKES AGAIN!

Bonjour, mah leetle sauce-pots, and 'ow are you? I 'ope you are a-tremble avec excitement as ze great Chrissmas Day approaches, wiz ze carol chanteurs an' ze goose gettin' grosse, as we say en France. Personallement, ah lack ze moment when ah put mah 'and dans mah stockin'... or preferablement some ozzer person's stockin', oui oui? Ah sink you kner what ah mean you naughty avocados. Bert un eouf of zis an' on wiz ze adventure-type fern!

ADVENTURE HEALTH WARNING: Reading the following may seriously damage your adventure fun – unless you're completely crap anyway.



CAMELOT CLUES

Mah leetle cheum, monsieur **Steve Kildine** of Malvern, want to know what to do in *Conquests De Camelot*. "I am in Gaza," he say, but I sought Gaza was one of your players de footy Anglais, n'est-ce pas? Eh bien, nevair mand. "I am at a man's house, after being taken there by a boy, so how do I start the journey?" Well, mah leetle Pompidou, after following ze boy (not mah type of game, know what ah mean?), you must eat and drink, zen talk, zen stand and leave. Draw your sword an' ze man will run, so go to ze south an' draw le sword again encore and one more time, an' kill zis man! It is drastic, I know, but in ze police we are accustomed to zis type of sing. Also Stevie-poo say 'e 'as rescued ze lady in *Codename Iceman*, but now 'e is stuck. Not in ze lady, I 'ope! Eh bien, if ze lady 'as made ze full recovery, zen you go east, get ze shirt, go up, open ze door and get ze key. And zat is zat.

DARREN'S IN THE DARK

And now we 'ave mah cheum, **Darren Smith** de Reading. He says "I am stuck in *Manhunter: New York*. I can complete the video game in the bar, win the prize at the fair and go under the toilet and get the keycards and the medallion. Please help, because I don't know what to do next." Well, what you 'ave done should take you to ze end of ze first day. You should start day two bah following ze two trackairs. One goes to ze park, ze other to ze museum. So, you go to ze night-club and get ze keycard. Zen you 'ead for ze Parc Central, or Central Park if vous preferez. Zis should get you going (as ze chemist say when 'e sell you ze Exlax)!

CLUESEAU COMES A CROPPER

Zis is where I need your 'elp wiz mah investigations, you clevair peoples. I 'ave a lettair from a ferny man wiz ze ferny name of **Tom Aldwinckle** (why 'e cannot 'ave a sensible name like Clueseau I do nert know). He say: "Please help or I will go mad and eat my own leg in frustration." Zey did not tell me, when zey give me zis job zat I would be 'aving lettairs from nutcases like zis! Mon Dieu! Monsieur Aldwinckle is sterck in *Iron Lord*. 'E say 'e 'as got some men from ze crook, and also from ze mercenary, bert when 'e declares war 'e 'as only three shields, and ze other army 'as eight or nine. What can 'e do? If anyone know, write and tell 'im, at **34 Renals Way, Calverton, Notts, NG14 6PH.** Bert be quick, before 'e eat 'is leg, ze silly man.

MIFFED OVER MYTH

Niel Hutchison write in and ze first thing 'e do is complain! 'E say we 'ave spelt 'is name wrong, when 'e won ze video compo prize. Ze cheek, when all ze time it is 'e who cannot even spell 'is own name! 'E spell it, N-I-E-L, when everyone know it is spelled like zis: N-E-I-L. I am lerst for words at ze silliness of some peoples. And zen 'e expect me to ansair his questions! No wonder 'e cannot get past ze Hydra in ze game called *Myth* from Magnetic Scrolles. Well, jerst for you, 'ere is ze start of ze game, right until you kill ze hydra, because you did nert tell me what you 'ave and 'ave not done! E – CLIMB TREE – WAIT – (until a lamb sits in the shade beneath the tree) – JUMP ON LAMB – GET LAMB – PUT LAMB ON ALTAR – PICK LEAVES – PUT LEAVES ON FLAT STONE – GRIND LEAVES WITH SMALL STONE – DIP TRIDENT IN LIQUID – W –THROW TRIDENT AT HYDRA – GET TRIDENT – CUT OFF HEAD WITH TRIDENT – GET HEAD.

CLUESEAU MAKES A FRIEND

I long for ze day when I get a lettair from another French-type person, somewern who speak Anglais well like moi, and not all back to frernt, like ze silly Niel. Bert till zen ah merst mek do wiz a neighbour of mine, **Thomas van del Stilhele** of la belle Belgique. Thomas ask in ze *Lurkin' Horror*, from ze ze matty Infocom, how can 'e get ze mastair key, and also what can 'e say to ze 'acker at ze start of ze game. First, as you kneur, you merst give to ze 'acker ze 'ot Chinoise food. Zen you merst say to 'im, 'ACKER, GIVE ZE MASTER KEY TO MOI! Or sermsing like zat. Et voila, ze mastair key! Zen you merst also ask 'im to 'elp you wiz debugging votre program. Don't forget zis! STOP

MERCI MES PETITS

Yes, thanks to your letters, cards and flowers, Clues-eau is back although he's still behaving more than a little strangely, but then that's the French for you. Make sure you keep it all coming and send it to me The Man With The Beard at ZERO, Dennis Publishing, 14 Rathbone Place, London, W1P 1DE.



SUPER SKI
FIGHTER BOMBER
PLAYER1 2 2
PLAYER2 6 4
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GREAT COURTS
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Note 1 ! KICK OFF is not available in the PC version.
Note 2 ! In the SPECTRUM version STUNT CAR RACER and SUPERSKI are replaced by CARRIER COMMAND, P47 and RICK DANGEROUS.
UBI SOFT
Entertainment Software


Spindizzy
WORLDS
Sreen Shots Atari ST
Easy World 4
Sandy Island
Torture!
"IT"LL MAKE YOUR HEAD SPIN"
Spindizzy is back! Hanging in space is a cluster of worlds and for each world a different quest awaits. GERALD (a Geographical Environment Reconnaissance and Land-Mapping Device) is all set to explore the solar system, collecting energy crystals scattered around the scrolling 3D environment. You'd better have your Spindizzy skills honed to perfection to escape before the crushing time-limit spells an end to your game-conquering aspirations!
"Will provide you with hours of absorbing entertainment" – ST Format
"It's great. You'd be more than a bit dizzy to miss it!" – The One
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Manufactured in the U.K. Fabrique en Grande Bretagne

CONSOLE ACTION

INSIDE

Complete guide to the official UK Mega Drive games

Paperboy high jinx on the Atari Lynx

The Sega Game Gear - officially in the UK next year

Loopz, Chase HQ and R-Type coming for Game Boy

Dieter's dream and beat 'em up Mega Drive Fatman

Gremlins 2; out and about on a Nintendo near you

Plus news, reviews, tips and cheats



GOD ALMIGHTY!

Run the world: play deity or devil in EA's divine game of intervention, *Populous.*

AMSTRAD GX4000
ATARI LYNX
ATARI VCS
NEO GEO
NINTENDO ES
NINTENDO GAME BOY
PC ENGINE
PC ENGINE SUPER GRAFX
SEGA MS
SEGA MEGA DRIVE

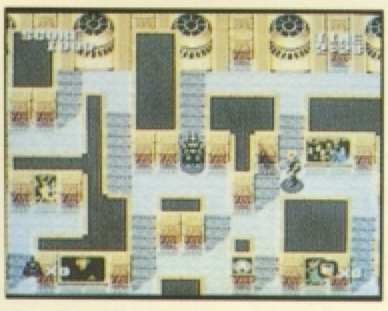
REVIEWED



KLAX
Tremendous talking tick-tack-tile action on the Atari Lynx.

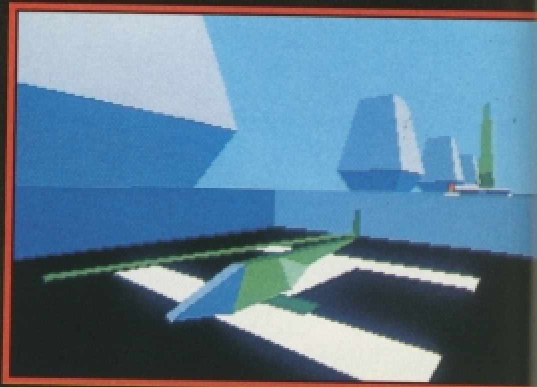


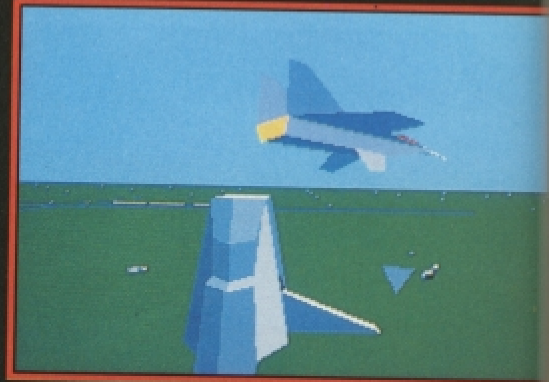
BUDOKAN
Splatterhouse and beans beat 'em up on the Mega Drive.

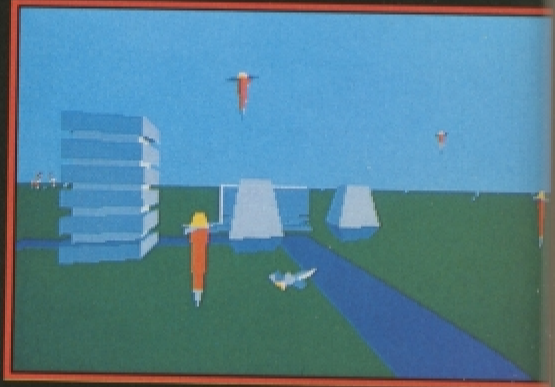


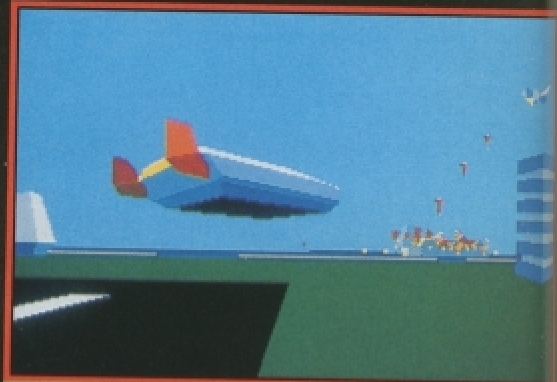
BATMAN
The caped crusader finally creeps in on the PC Engine.











ARMOUR-GEDDON

Post-Holocaust: A power crazed entity desires control of earth. They develop an energy beam and intend to bounce it off a custom-built satellite back to earth . All unprotected life will be wiped out.

You select and control up to six diverse hi-tech vehicles at once in a race against time to seek and destroy enemy power lines and eventually knock out their beam generator.

Build up your arsenal by collecting enemy resources to help develop and create your own new weapon systems.

Featuring a sophisticated head-to-head serial link enabling 'being-there' realism between two players.

Armour-Geddon: Strategy and simulation synthesized to perfection.

Screen Shots from the Amiga version.

SEEING IS BELIEVING

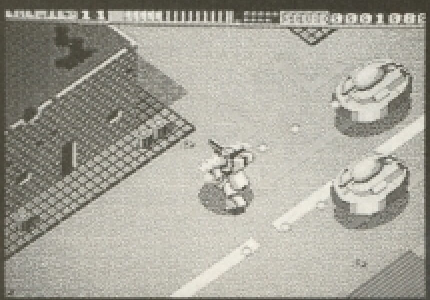
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QUICKIES

● There are a huge range of Game Boy titles about to be unleashed – or in development – by UK software houses. For instance, Ocean have *RoboCop* and *Navy Seals*, Entertainment International have *Pipemania*, PDS are doing *R-Type* and *Chase HQ*, and Audiogenic are doing *Loopz*.



● Prepare for a conversion of Capcom's smash coin-op, *Strider*, on the Mega Drive in the early part of next year. The game comes on an 8 Mbyte cartridge and features graphics from the arcade machine. *Strider* is already out in Japan and is causing a storm. It's being raved as one of the best – if not *the* best – Mega Drive release to date. Hold your breath, it's just round the corner.



● If it's processing power you want to see in action, keep an eye out for the Mega Drive game *Axis*. The diagonal 3-D perspective is absolutely astounding. Movement is so fast and smooth you could easily confuse the console game for a coin-op.

● We told you not to feed your Nintendo cartridge slot after midnight... Did you listen? Now you've got *Gremlins 2: The New Batch* to contend with. The Game Boy and NES versions have nothing to do with Elite's 16-bit version released recently, and have been produced by Sunsoft in Japan.

● *Fatman* is one of the latest sensations to hit a Mega Drive cartridge slot. You play a skinny karate kid whose aim is to bring down Mondu the Fat Lord and all his meaty minions. Basically it's a beat 'em up in which you get to duff up such bedmates as Edwina Curry, Guano the farting gargoyle, Robochic, Bonapart, and Stumpy Bader.

● Everyone eagerly awaiting the arrival of the Super Famicom won't be disappointed by the selection of software promised to coincide with the machine's release: *Gradius III*, *Super Mario World*, *Final Fight*, *Bombuzal* and some other Japanese title I can't even write, let alone pronounce.

SEGA GET IN GEAR

Sega's portable powerhouse, the Game Gear, looks set to storm into Britain by the middle of next year, claims UK Sega distributors, Virgin. According to Lesley Walker, Virgin's marketing manager, the Game Gear won't take nearly as long to make it into the country as the Mega Drive.

'Ver Gear' is a compact Lynx-like gaming console. It boasts a 3.2-inch colour LCD screen, a palette of 4096 colours with 32 colours on screen and a stereo sound processor. Like NEC's forthcoming Turbo Express hand held, the Game Gear can have a colour TV tuner added to it.

At current exchange rates, the Game Gear is selling in Japan for 19,800¥ (£80) with game cartridges going for 2,900¥ (£12) to 3,500¥ (£15). There are three games available at present: *Super Monaco GP* (yep, the game reviewed last issue), *Columns* (*Tetris*-like clone), and a *Pengo* clone.

Expect to see the Game Gear being offered by grey importers for around £200 by the time you read this.



Another hand job - this time courtesy of Sega.

PAPERBOY

Atari/£29.95/Atari Games

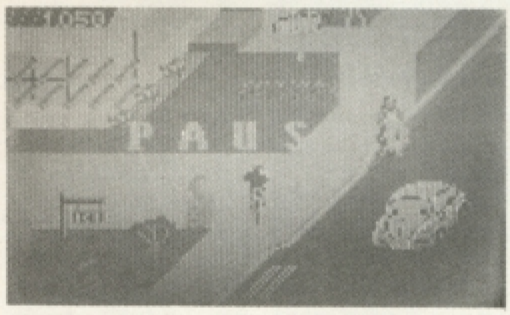
Life as a paperboy ain't all that easy. If it isn't dogs and cats hassling you all the time, it's stroppy people complaining that they've received the wrong paper or magazine. What do they expect nowadays? They should be grateful that they've got any paper at all!

And then there are the early starts. No-one fancies getting up at six in the morning, in the pouring rain, after a heavy session down the Pig and Whistle the night before. Even with all these hardships, the wages ain't exactly what you'd call good. Okay, so it pays for the previous night's 'pint in under ten seconds' drinking contest, but there's some serious console purchases to come out of that too!

Paperboy must be the oldest game available for the Lynx. Why Atari would ever want to associate their brand-spanking-new cuddly console with a five-year-old game is quite beyond me. I'm just here to write about it. *(Yeah, that's right, so get on with it. Ed.)*

As the eponymous character, you must deliver a week's supply of papers to one of three streets – Easy Street, Middle Road or Hard Way. If you fail to complete any day's round – either through losing your three lives or through failing to deliver papers – your days as a paper-chucker are over.

Depending on which street you enter, you will encounter a paperboy's worst nightmares. There are cats and dogs, roadworkers, cars, bouncing balls, pesky kids, neighbours squabbling, etc. It's a shame you can't run over some of them – particularly the little kids – because they can really get on your wick.



Deliver at all the houses displaying the Sun post box, and smash the windows of people who've cancelled their orders.

Whether or not you want this in your Lynx depends on whether you like the actual concept of *Paperboy*. Personally, I think the game worked well on the Spectrum (well, something had to), but failed to enlighten any other machine.

The conversion to the Lynx is as close to pixel perfect as you're going to get. All the colours and characters have been included, and the sound is right up to scratch. There's one niggle, though. The wait times between each section – at the end of the game, between each level, etc. – are too long and prevent any sustained play without irritation.

There's no better companion for a paperboy than a Lynx – but I'm afraid the opposite doesn't quite hold...

THE VERDICT 72

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BATMAN

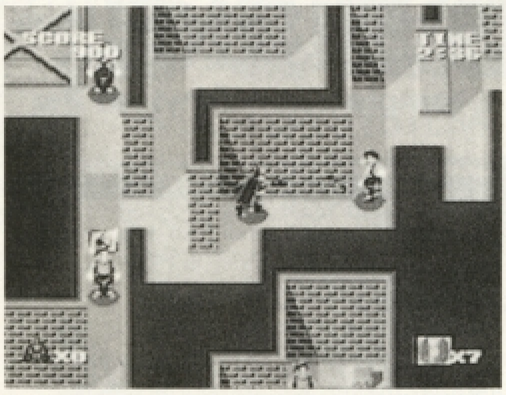
Sunsoft/£35.00/PC Engine

I'm sorry to be a cynic but if you're anything like me, you'll be sick to the back teeth with Bat-this and Bat-that. Still, it's not as bad as *Dick Tracy*, I suppose.

The PC Engine must be the last console on the planet to get its conversion of *Batman* (even the Game Boy has got a great little player). In fact, there's even been an Intellivision version – no, I'm just kidding. Not that it's a bad thing, though, normally it would mean that a great deal of time would have been spent on honing the gameplay and polishing the presentation... normally.

You've seen the Ocean computer conversion, with its great car and plane sections. You've seen the trog-along Nintendo and Mega Drive versions. You may have even seen the monochrome magic of the amazingly good Game Boy version. And you thought you'd seen every pair of tights Batman had in his closet. But there's one more type of game that you haven't seen Bats in: a top-down forced 3-D perspective (gulp!).

Like the film, the action starts in the Axis chemical factory. Old Jack Napier, under his new guise of the Joker, is up to no good and producing that dangerous goo, Smilex, by the bucketful. Floating in from the Batwing, the caped crusader must pick up all the little green bottles the Joker's minions have foolishly left hanging around the



The Joker's cronies prowl the corridors in every level. Betty Boo doesn't even get a look in.

place. These little canisters hold the vital ingredients to the Joker's poisonous Smilex, which, if you remember the film, kills all its victims, making them 'go with a smile' as the Joker puts it.

Also, conveniently lying around the place are numerous little goodies that Alfred should have packed for Batman before he left the house – but forgot because he was taking the Batmobile in to get it serviced. Still, there's enough here to keep most rubber-clad men happy. (Oo-er.)

The Joker's lackies are a strange bunch of characters. Whatever the level, this herd of fashion victims all dress in exactly the same costumes. They start off looking like overweight flower-pot men, turn into bovver boys half way through, but revert to the Bill and Ben look for the final confrontation. Weird!

I must say that despite rumours to the contrary (used to entice me into writing this review), Betty Boo doesn't make an appearance anywhere. For me, this is probably where the game falls on its face. Regardless of the lack of any decent presentation and some incredibly repetitive gameplay, I'm sure Betty could have come in and saved the day.

Ultimately, it's a disappointing conversion, not helped by the lack of Betty Boo.

BAT-ICONS

Bat-boots double your speed – essential for any busy superhero with loads of shopping to do.

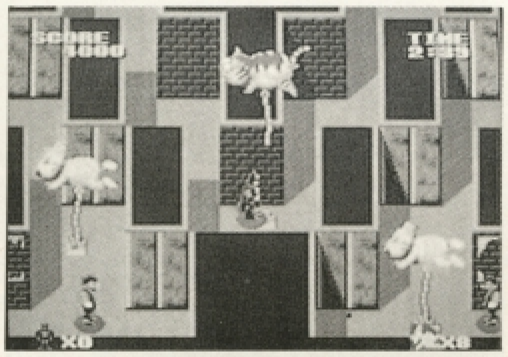
Get the turbo-wing pronto because the normal Batarang which Batman fires is very slow returning to you; dangerous, too, because you can't move till you've got it back.

The multi Batarang, ideal for use in conjunction with the turbo wing.

The clock will allow you extra time to finish a level, which is of particular use on very large levels where it takes ages to search the maze and find the bottles.

If things get a bit frantic you should always hunt out a Bat-bomb, which, not surprisingly, blasts all of Joker's followers through the ceiling. (Now that'll bring a big fat bat-smile to your face!)

THE VERDICT 77



Dinner dinner dinner time has arrived for PC Engine owners as Sunsoft dish up the goodies – add salt to taste.

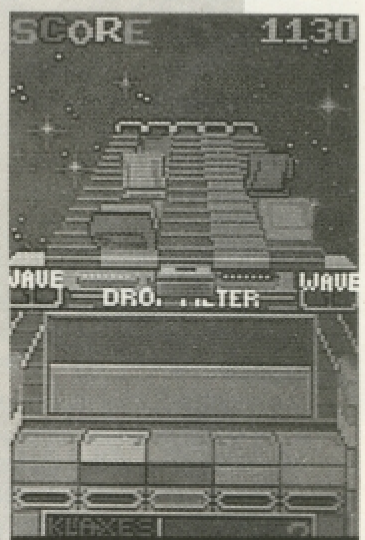
KLAX

Atari/£29.99/Atari Lynx

CONSOLE CLASSIC

If ever there was a game that deserved a Government Health warning it was *Klax*. It's not just the eye-strain, neck ache and sore fingers – you can get those things doing other activities (say no more) – it's the sheer amount of time that must be devoted to it each time you pick the game up. Plugging *Klax* into your Lynx will seriously damage your social life.

Like the omnipresent *Tetris*, *Klax* is all over the place. And like *Tetris*, you can either zoom straight to level 57 without any problem at all, or you spend your *Klax* days wandering around the first nine levels dreaming of double figures – either way, you'll love it.



Klax is the best game yet on the Atari Lynx, featuring the sexiest samples around, it's just sooooo playable.

The basic premise involves a series of randomly coloured tiles 'walking' from the rear of the play area to the bin in the front. By moving a paddle above the bin you can drop the tiles into specific places. If you fail to catch a tile on your paddle it will 'drop' out, decreasing your lives. By arranging three similarly coloured tiles in a row it makes them disappear from the bin. And that's basically it, bar the shouting.

It plays with the same pulling power as *Tetris*, which is why it sounds very similar. Talking of sound, there's some beerrrrilliant speech detailing what type of wave is required to complete the level – alone worth the asking price. If you thought the Lynx was a lemon, this is sure to sweeten the cocktail. (If you see what I mean.)

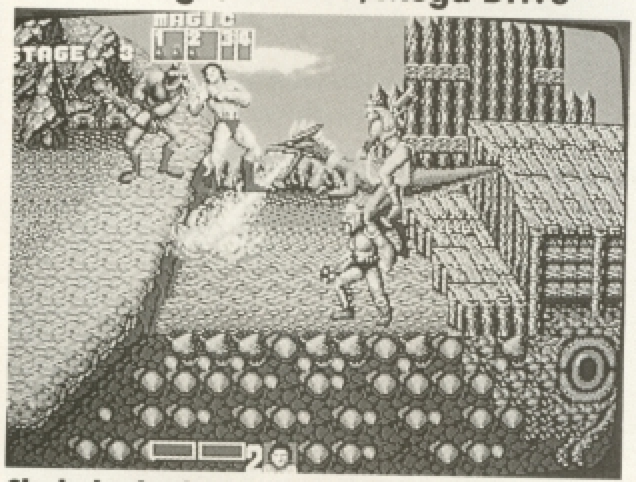
THE VERDICT 93

MEGADOCIOUS

It's been a long and painful wait, but at last us Brits can play all those delicious Sega Mega Drive games. Virgin have been hard at work converting all the best titles to work with the new European machines. Here's a complete run down of the first to arrive...

GOLDEN AXE

Sega/£34.99/Mega Drive



Slash, hack...looks like offal for dinner again.



The classic Mega Drive game. In terms of playability and addictiveness, *Golden Axe* is an absolute must. If you only ever intend buying one cart for your Mega Drive, then this is the one to go for.

The forces of evil have risen up and kidnapped the king and queen. Not content just to sit back and watch their monarchy turned to mincemeat, the people of your village enlist your services. Either on your own, or with another player, you must journey to Death Adder's castle and rescue your heads of state.

You get a choice between three different warriors – the barbarian Ax-battle, the valkyrie Tyris-Flare and Gilius Thunderhead, a dwarf with a big chopper. All have special abilities, but Gilius tends to be the best all-rounder.

In order to reach Death Adder's castle you have to hack your way through his vicious troops- and they get meaner and more menacing the closer you get!

It's not just the meanies that can take the weight off their feet by jumping on a dragon. Knock an attacker off their mount and you can jump on yourself. Then it's time to start doing some serious wasting yourself. Dragons can breathe fire, while chicken heads knock opponents over with their tails.

Once you get to Death Adder's castle, you must battle him before your king and queen are returned to you. Once he is defeated, they are released from captivity. But does Death Adder's reign of terror end there? Or was he just taking orders?

GHOULS 'N' GHOSTS

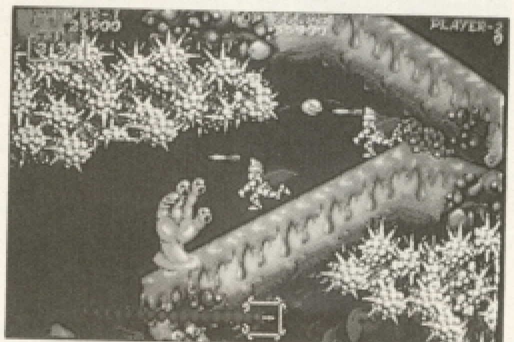
Sega/£44.99/Mega Drive



Talk about asking for trouble! When brave Arthur's girlie was kidnapped by the forces of evil, they called it bad luck. But when his woman was whisked away for the second time, they called it careless.

Poor old Arthur barely had a chance to rest his tired feet before the forces of evil rose up and snatched away his girlie for a second time. Being the gentleman he is, old Arthur rose to the challenge a second time, vowing to rid the land of the forces of evil for good this time.

In your path are hundreds of creatures, all out for your blood. You'll encounter everything from snorting pigmen and scythe-wielding skeletons to vampires and haunted guillotines with an appetite for human flesh. Arthur must battle these foes and journey through the Place of Execution, the Village of Decay and the Town of Fire until he eventually reaches the Crystal Forest. As he reaches the end of each section, Arthur must battle a giant guardian before he can progress further.



Hey Maaan, is this the Crystal Forest?

REVENGE OF SHINOBI

Sega/£34.99/Mega Drive

Master the art of ninjitsu in this classic Mega Drive beat 'em up. Take on evil ninjas and savage samurai with sword, shuriken or saiminjutsu (ninja magic)

TRUXTON

Sega/£34.99/Mega Drive

Originally called *Tatsujin, Truxton* is video violence at its best. Fight your way through this vertical scrolling shoot-em-up, destroying ground emplacements and the alien attack ships that swarm around you.

MYSTIC DEFENDER

Sega/£34.99/Mega Drive

Oriental action as the mystical princess battles through a land of shaolin monks and all sorts of weird and wonderful creatures. Very pretty graphics and briliant animation.

ALEX KIDD

Sega/£29.99/Mega Drive

Cutesy action for younger console freaks as Alex Kidd attempts to rescue his father, king Thor, from the evil Ashra who has whisked him away to the planet Paperock. During his travels, Alex encounters the inhabitants who challenge him to games of Paper, Rock, Stone.

SPACE HARRIER 2

Sega/£34.99/Mega Drive

Fantasy land is under threat, and it's up to you to save it from the monstrosities that are all set to destroy it. The Mega Drive version is faithful to the arcade original in every respect. It's fast, it's smooth and above all it's a damned good game.

ZOOM!

Sega/£29.99/Mega Drive

Did you ever get punched by a banana? Tussle with a mushroom? Tumble into a black hole? *(No – Ed.)* You will now! *Zoom* is a modern day adaptation of the classic Super Painter game. A hilarious rumble.

SUPER HANG ON

Sega/£34.99/Mega Drive

Race around some of the world's trickiest racing tracks on your supercharged motorbike. Don't forget to slow down on the corners, or you'll eat tarmac.

SUPER THUNDERBLADE

Sega/£34.99/Mega Drive

***Super Thunderblade* is one mean machine. Designed to kick some serious ass, this is one helicopter you don't want to come up against. You fly the beastie in this conversion of the arcade classic.**

RAMBO III

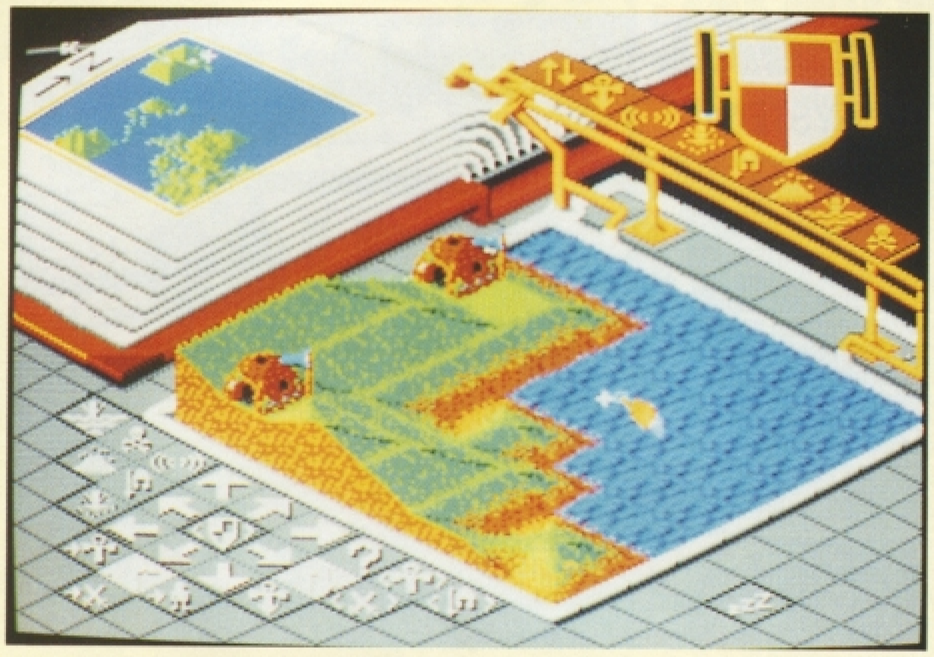
Sega/£34.99/Mega Drive

Don't push me! Old Johnny Rambo single-handedly wipes out the entire Soviet army in this adaptation of the smash hit movie. Plenty of levels, all with varied action.


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POPULOUS

Electronic Arts/£39.99/Mega Drive



The sooner you can flatten the land, the sooner your people can get bonking.

I may come across as a mild mannered sort of chap, but there's nothing I like better than playing God every once in a while. There's just something about dominating another person, forcing your every wish and whim upon them, bringing them to their knees with a callous cackle. Then of course there's the whips, and the leather gear, and don't forget the... *(Stop! This is a family magazine, Monteiro – we don't want to know what you get up to in your spare time! – Ed.)*

I particularly like tying my partner to a post, smothering them with... *(I'm warning you Monty – our readers aren't interested in your habits. If you're into that kind of thing, then I advise that you get back up to Shropshire this minute – Ed.)*

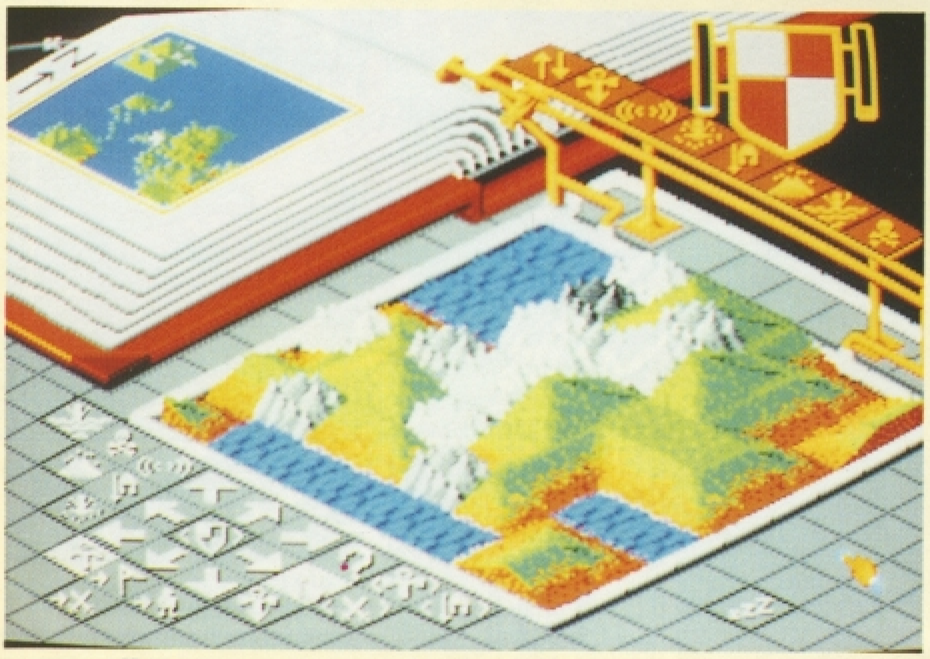
Populous is all about tying people to posts and smothering them with... *(I'm warning you – Ed.)* Ok, *Populous* isn't at all about perverted sexual practises. There isn't a single whip in there. What a boring game! I've gone off it already.

Seriously though, everyone must have heard of *Populous*. It's that game that launched the Bullfrog boys to international stardom. Before its release, times were so hard that they all moonlighted as waiters in truckers' cafés. These days, of course, *Populous* has made them rich and famous. It received rave reviews from just about everybody.

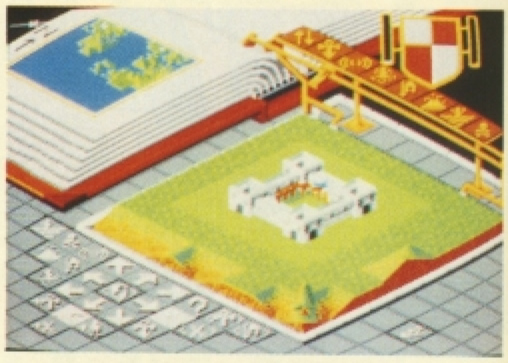
Now, 18 months after the release of *Populous* on the 16-bit machines, Mega Drive owners can get it on the act too.

Populous is all about good versus evil. Or, as in this case, God versus the Devil. Obviously, such important deities aren't going to lower themselves to fist fighting, so the battle takes place on earth. Each divine being has his own little tribe of prehistoric humans that he must nurture and guide through those all-important early years of a species' existence. If you can also happen to inflict a bit of destruction on your opponent's people, then all the better.

First and foremost, though, is the welfare of your own bunch. It's up to you to use your divine influence to flatten lands so that they become fit for your busy little bods to build houses on. These start off as little mud huts, but as time marches on those beavering little fellows produce bigger and stronger buildings until eventually they've built a mighty fortress.



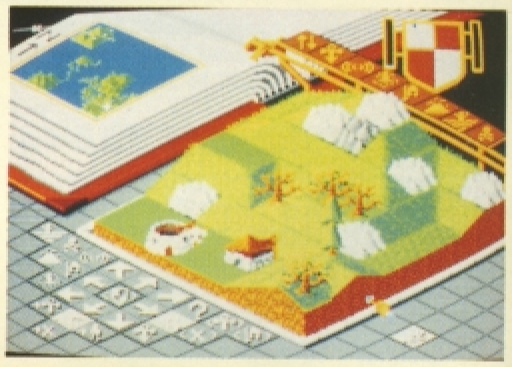
Your opponent seemed to be doing too well, so a quick flood will slow him down a bit.



Between sessions, the populous in *Populous* manage to squeeze in enough time to carry out a few home improvements.

The secret to the continuing survival of any race is, of course, how successfully it can multiply. The lads in *Populous* are understandably rather bashful about such things, so it's important you get those houses built quickly, else they'll be bonking in view of everyone. If you don't give them somewhere to go and bonk, they'll all die virgins. OK, starving them of their oats sounds like fun, but it's not a good way of increasing the population.

While all this is going on, your opponent is up to very much the same as you. He's out to get his people bonking like bunnies to spread his word.



From the grassy plains, to the snowy wastes, your people need a little divine intervention to help them survive.

To slow him down a bit, you can inflict all sorts of (not so) natural disasters on his people. As your godly power increases, just select an area of the map, choose your disaster (earthquake, flood, volcano) and the poor little people bear the brunt of your decision. Sounds fun, eh? Don't forget that your opponent can do likewise to your people, so it's important to keep the population increasing at a steady rate so that when the inevitable does happen, it doesn't take out the entire population.

So there we have it. The computer classic makes it to the consoles. Thankfully, it's made the translation without losing any of the sparkle that made the original releases such a smash hit. *Populous* is still a damned good game; definitely one for your Christmas stocking!

THE VERDICT 85

CHEAT!

Cor blimey, missus. Would you credit it! Another bumper collection of the hottest tips and cheats for the hottest console games.

GHOSTHOUSE

Master System
Punch out light bulbs to freeze all the characters on screen. Use this sparingly, though – you can only do it three times on each screen!

PUNCH OUT

Nintendo
Want to have a go at Mr. Big himself? Then enter the codes 007 373 5963 and you'll get the chance of fighting Mikey-boy.

GHOULS 'N' GHOSTS

Mega Drive
Here's a quick guide on how to take out those end-of-level guardians.
Level One – Shielder – Simply shoot him in the head with daggers.
Level Two – Cerberus – Wait until he lands, then give him all you've got with your discs.
Level Three – Gassuto – Just get inside his movement path and shoot him with discs as he moves around you.
Level Four – Sea Monsters – As soon as you land on one, shoot at the two hearts. Then stay on the same monster to take out the other three.
Level Five – Fly – He's worse than a David Cronenberg creation, but a blue flame at full power will soon bring him down to earth.
Level Six – Demon – Just like Shielder on level one, the Demon just needs a good smack in the head.

ENDURO RACER

Master System
If you want to jump levels, just press RESET on the title page, then move up, down, left and finally right on the control pad. You can now choose to play any round.

LIFE FORCE

Nintendo
If you are playing a two player game and you lose a life, make yourself popular with your fellow player by pressing A and B together. This will steal one of his lives and add it to your lives count. Naughty naughty.

ZELDA 1

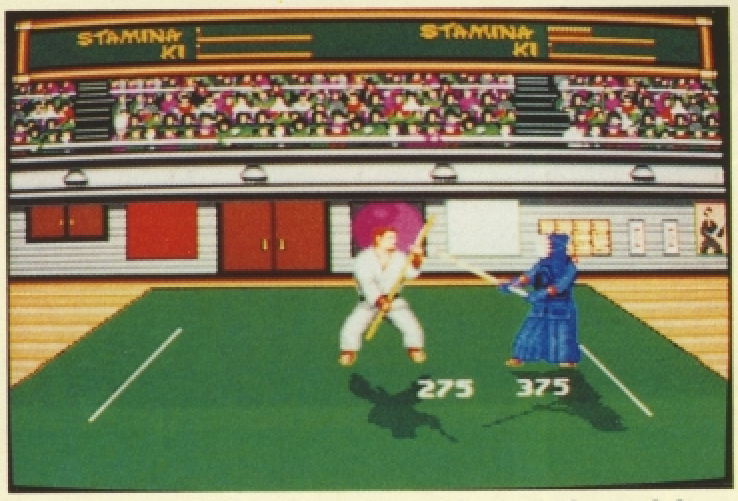
Nintendo
To get to level five (the first quest), go to the lost hills and then go up the screen four times. Easy.

CART MAD!

If you want to cart off a cart, then send in those cheats and tips to **Cheat! Console Action, Zero, 14 Rathbone Place, London W1P 1DE.** The best tip wins a freebie! Wow!

BUDOKAN

Electronic Arts/£39.99/Mega Drive



Time to prove that you're one 'ard nut at the Budokan.

HI YAAA! I always thought Karate was a tacky soap (on a rope) until I watched *Karate Kid* on television. All those chops, punches and kicks certainly do look jolly painful – especially the groin-stretching high kicks! Perhaps that's why these Karate-types make all those high-pitched screaming noises when they do their stuff.

If you're into a bit of sado-masochism, *Budokan* could well be your cup of herbal tea. You're a street punk who has been picked up off the wild streets of downtown New York to learn the ways of the martial arts (not marital arts, that's something totally different altogether – although you must admit that it would make an interesting game). Your mentor, Yamafuji Somethinorother, takes you into his Dojo (sounds disgusting I know, but I'm told it's Japanese talk for 'honourable training hall') and instructs you in the art of Japanese kick-ass. And these Japanese certainly know a thing or two about kicking botty – with a single flick of their wrists, you'll be turned into a bruised and bloodied lump on the floor. Believe me, these people may produce some terminally crap game shows, but they aren't to be messed with.

Old Yamafuji (what ever his name is) has instructed you in four martial disciplines – Karate (soap fighting?), Kendo (who's Ken?), Bo and Nunchaku (nothing to do with nuns). Your eventual aim is to honour your master by representing his Dojo at the Nippon Budokan in Japan. But first, you'll need to train long and hard before such an honour is bestowed upon you.

The game starts with you standing in the courtyard of your Master's Dojo. Around you are a number of training halls that specialise in particular martial traditions – one for touching up on your Karate, another for the old Kendo (bamboo sword fighting), another for Bo (biff each other with long sticks) and Nunchaku (wrap a rice flail around your opponent's head). As soon as you've chosen which of your four disciplines needs polishing up, just walk to the training hall.

Once inside, you can choose to either practise or fight. If you choose to practise, then you're left alone to romp around the room performing your martial moves. This is definitely recommended, as it helps to familiarise yourself with the multitude of moves before you progress to actual combat. Once you're happy with your skills, you can then take on either an armed or unarmed opponent.

Once you've had enough of fighting your fellow Dojo-dwellers, it's off to Tokyo to realise your dream – to fight at the Nippon Budokan. The action continues in very much the same vein – you must fight your way through a



This chappie could give you some problems.

number of progressively difficult opponents to become the Budokan champion. The first couple of opponents are pretty simple to kick in, but later opponents are pretty damned lethal.

Electronic Arts have gone to great lengths to stress how realistic the moves within *Budokan* are. But this doesn't help the fact that animation is rather slow and the controls rather quirky. It's all very nice putting so much effort into being realistic, but do EA think people really care if some of the moves aren't quite correct? All that most people want is a game that is fun and above all playable. Definitely one for die-hard martial arts fans only.

THE VERDICT 72

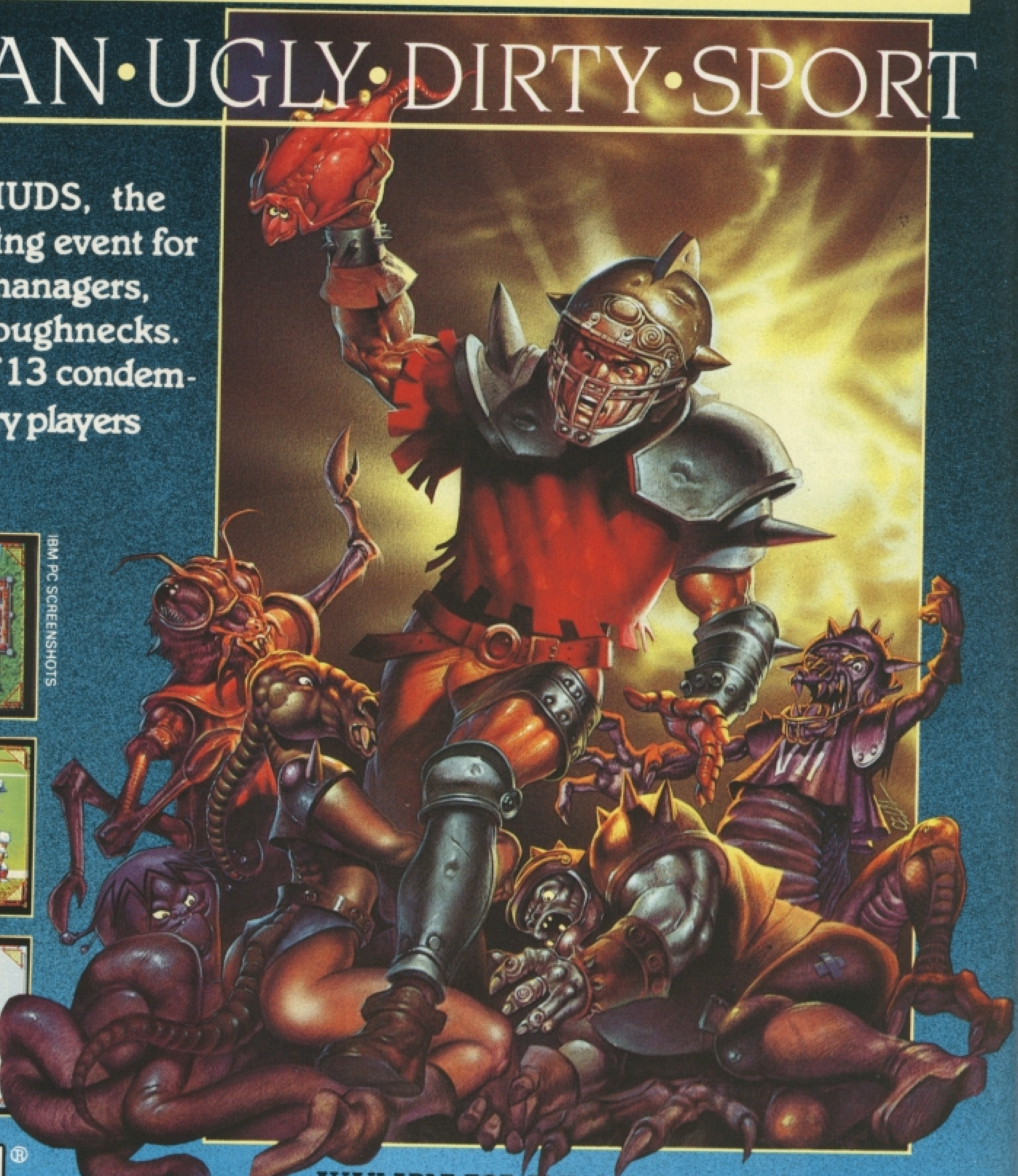
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On The Alan P. Thorpe Show (The Disc Jockey who's so crap no self respecting bargepole would touch him with a radio station)

Send all your old crap to **Yikes! ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE** – there might even be a rather super free 'gift' in it for you (if we feel like it).



Derek Batey



Jimi Hendrix

Yo! I'm Alan P. Thorpe, but there's no time for talk, we're here to boogie – here are some solid grooves, back to back...

(Put on Tears *by Ken Dodd. Ed.)*

R-r-r-r-r-rave!

(Put on Caroline *by Status Quo. Ed.)*

Yo!R-r-r-r-r-r-r-r-rave it!

(Put on Mull Of Kintyre *by Paul McCartney. Ed.)*

Yo! You're getting down with the Alan P. Thorpe Experience, and I'm your host, Alan... er. Oh, I've forgotten my name. Hang on. *(One minute of silence while Alan looks for his driving licence.)* Right. You're getting down with the Alan P. Thorpe Experience, and I'm your host, Alan P. Thorpe! Okay, time to give you the answer to the quiz from the last show. It is of course Betty Boo. And no-one got it right. Looks like that *Blue Peter* badge is pretty safe – well, actually it isn't, as I've lost it, but you know what I mean. Let's get on then. On, on, on. Hey, let's have another happening sound – this time it's Kylie Minogue with *Purple Haze*!

(Put on Purple Haze *by Jimi Hendrix. Ed.)*

Wow! Kylie certainly knows how to play the axe, doesn't she? She's hot. It's amazing that just two years ago she was Madge in *Coronation Street.* Anyway, on the last show I promised you a rave interview with the Queen Mum. And have I got some news for you... er, she wouldn't do it. I've been rather clever though, and I've managed to secure a telephone interview with Derek Batey, host of the popular television quiz show *Mr And Mrs.* What I'm going to do is ask him the same questions I was going to ask the Queen Mum (because I couldn't think of any new ones). Here goes – I'm dialling his number now.

Derek: Hello?

Alan: Ah, Derek. It's Alan P. Thorpe here. I've got some questions for you. Do you think you can handle them?

Derek: I'll give it my best shot, Alan.

Alan: Right. Oh. Hang on, I've lost my piece of paper...

Derek: Oh dear.

Alan: Sorry about this, Geoffrey, it's here somewhere.

Derek: It's Derek.

Alan: Sorry?

Derek: You called me Geoffrey just then. My name's Derek.

Alan: Oh, sorry. Ah! Found it! Right, have you ever been to Calais?

Derek: Uh, yes, I have actually – I just passed through, as one does.

Alan: What sort of dog food do your servants feed your corgis?

Derek: I haven't got any corgis.

Alan: Oh. What did you think about Edward getting sacked by the Marines?

Derek: Edward who?

Alan: Prince Edward, your niece.

Derek: Eh???

Alan: Er, this isn't working. I know, I'll explain to Derek exactly what's going on while you listen to the hot new release from The Happy Mondays – it's *Sade*!

(Er, put on Kinky Afro *by The Happy Mondays. Ed.)*

Alan: That was *Betty Boo* by Madonna, and I've got a special guest on the other end of the telephone. It's Derek Hobson, erm, Derek Batey. Derek, tell me a secret about Prince Philip.

Derek: How can I? I don't know any.

Alan: Like I explained just now – pretend you're the Queen Mum.

Derek: No. I'm here to talk about *ME* and my *Mr And Mrs* book.

Alan: Aaaw, please. I spent ages on these questions.

Derek: I said no.

Alan: But that means I'll have to make the questions up as I go along.

Derek: So? Go on then.

Alan: Okay. Er, er, er, er... Wh-what's your name?

Derek: Derek Batey.

Alan: Er... What time is it?

Derek: It's twenty past three.

Alan: Er...

Derek: What about my book?

Alan: Erm... so you've, er, got a book out then?

Derek: Yes. A question book, based on the show.

Alan: Er, that sounds very nice.

Derek: Yes, it is.

Alan: Er... *(Extremely long pause).* Well, that just about wraps up the show. You've been listening to Alan P. Thorpe in conversation with Derek Batey. There's just time for a final slice of r-r-r-rave. It's *The New Kids Dance* by T'pau.

(You know the drill. Ed.)

BLACK SHAPE

The Alternative* Letters Page

R-r-r-rave. It's me again, Alan P. Thorpe, the hottest DJ in town. And have I got some hits for you this time around. *(This is the letters section* not *your radio show, you prat. Start again. Ed.)* R-r-r-rave it! I'm, er, Alan P. Thorpe and this is the letters section. Time for a competition. I mean time for your letters. Oh dear. Bear with me please.

Dear Mr Shape,
"It's me again, yes how did you guess, 'cos last time you were really impressed..." Right, that's enough Betty Boo for now, as I'm writing to inform you that the letter I sent you was posted eight (yes eight) months ago! Either the Postal Service is to blame (which I doubt) or you just left it lying around amongst decomposing sandwiches so that you could make me look a fool. You've done just that! I'm sure I dated the letter in question, so take a butchers for yourself. I still hold the record and have since improved it to one minute and two seconds.
Christian Lathom-Sharp
Beaconsfield, Bucks
● *R-r-r-rave it. My name's Alan P. Thorpe, er, and I don't actually have a clue what you're on about (Black Shape would, but he's on holiday in Finland at the moment and I'm just 'filling in'). What record are you referring to? If it's anything to do with Sade or Madonna then I'm your man – but as it stands all I can say is, er, r-r-rave. (But well done anyway for whatever it is that you've improved on.)* **Alan P. Thorpe.**

Dear Mr Shape,
I am in disgust at how you blatantly used British Railways in your correspondence to "Lao" in issue thirteen. We all have our own opinions of British Rail, including myself, but to call the company, and I quote, "a pile of old cacked Y-fronts" is simply beyond a joke. Please would you announce an apology in next month's issue, or I will be forced to take legal action.
Yours sincerely,
Sir John Prideaux
(Inter-City Managing Director)
Euston House, London
● *Yo! Rave it! Yes, it does sound a bit on the strong side, but you can't blame me – my name's Alan P. Thorpe and I'm just filling in for a month. A pile of old cacked Y-fronts you say? But a pile of old cacked Y-fronts doesn't charge 95 pence for those really weeny bottles of Perrier water that cost 40 pence in the shops. Hmmm. I can see your point. Black Shape was hardly 'accurate' in his critisism, was he? This is Alan P. Thorpe saying s-s-s-sorry! (Rave on.)* **Alan P. Thorpe.**

Dear Black Shape,
I am writing to moan about that pair of lamers called Ian Horan and Marco Bettarini. Are they totally brain dead? As for Ian Horan's taste in 'music'. Yeeucchh!!! If he really likes that music I suggest he fits a new battery to his hearing aid – and also suggest he buys a computer magazine that suits his intelligence: he probably doesn't know the difference between a Copper List and a Bitmap. Oh, and Black Shape, I have a bone to pick with you. If you slag off Paul McCartney again I will personally vaporise every molecule on your slimy little body.
Stephen Thornber
Blackpool, Lancs
● *Black Shape didn't really slag off Paul McCartney, did he? But Paul McCartney's a r-r-r-ravemaster, we all know that. How could we ever forget his wonderful seventies hit,* Long Haired Lover From Liverpool*? Oh, and I'm afraid that I don't know what a Bitmap is, but I'll take a stab at the other one: a Copper List is, er, a sheet of paper with loads of names of policemen written on it. R-r-r-rave! I win a badge!* **Alan P. Thorpe.**

Oi, Shapey,
I've thought up a new games concept. It's called New Kids On The Block. The New Kids are performing and you have to gun them down with UZIs. You get double points for hitting the baboon (Danny).
Tartan Idiot
Bucksburn, Aberdeen
● *R-r-rave! Another letter about music. My name's Alan P. Thorpe, and music's the, er, cork. Maybe I should change my surname to 'Dayne' or something – my name's Alan. P. Dayne, and music's the game. Much better. Anyway, what's wrong with The New Kids? Their hit* Doin' The Do *was a landmark in pop history. Besides, as a DJ my job isn't to encourage violent acts against recording artists – it's to play you their rock-solid grooves. Yo!* **Alan P. Thorpe.**

Dear Alan P. Thorpe
I am writing to tell you that I am your number one listener! I would be very grateful if you could play the following request for me – *Manic Monday* by the Bangles. In answer to the competition you set, there are thirteen in a baker's dozen. (Do I win a prize?)
Robert Wilkins
Carmarthen, Dyfed
● *It's a letter for me! Um, er, I don't know what to say. I've gone to pieces. Er,* Manic Monday *wasn't by The Bangles – it was by Bananarama, so I'm a bit confused as well. And as for the competition – I don't remember setting a competition, but even if I did I can't remember what the prize was. (Anyway, the answer was twelve – I checked with Les Johnson, my local baker.)* **Alan P. Thorpe.**

Dear B.S.,
Just thought I'd check to see if my fax is working. If you print this I'll know it is.
W. A. Bowen
● *Well, as you've probably gathered by now, I'm not Black Shape: I'm r-r-r-r-r-r-Alan P. Thorpe. But yes, your fax is working. (Although your handwriting could do with a bit of attention.) Rave on. (I think I'm getting the hang of this.)*
Alan P. Thorpe.

Dear Sir,
With reference to Famous Immortals Through History (ZERO, October issue, page 55) I would like to say that although everybody is entitled to their views of God, I find the last three words of the piece in very poor taste indeed – I quote: "The girly swot". It is one thing to be offensive to mere mortals, but just because God won't take you to court or come round and give you a touch of harrassment does not mean that he does not exist and that divine retribution does not await you. I hope you will publish an apology.
Yours sincerely
David F. Winter
PS. Yes, He'll see it.
● *R-r-rave. It's official. God reads ZERO.*
Alan P. Thorpe.

THE GA-GA BUTTON

Is life getting you down? Do you think you're being followed round Sainsbury's by a Welsh male voice choir? Is your satellite dish picking up dodgy game shows from Mars? If so, you're clearly bonkers and need the GA-GA BUTTON. Press it and you will immediately feel much better. This month's button is for the criminally deranged.

PRESS THIS TO STOP THE DOG HOWLING

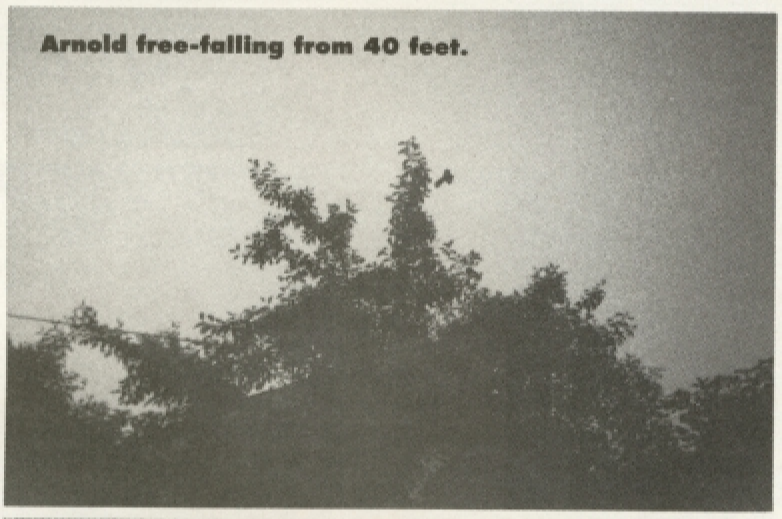
***i.e. it's not Black Shape this month, because he's on holiday.**

HIGHEST JOYSTICK IN THE WORLD

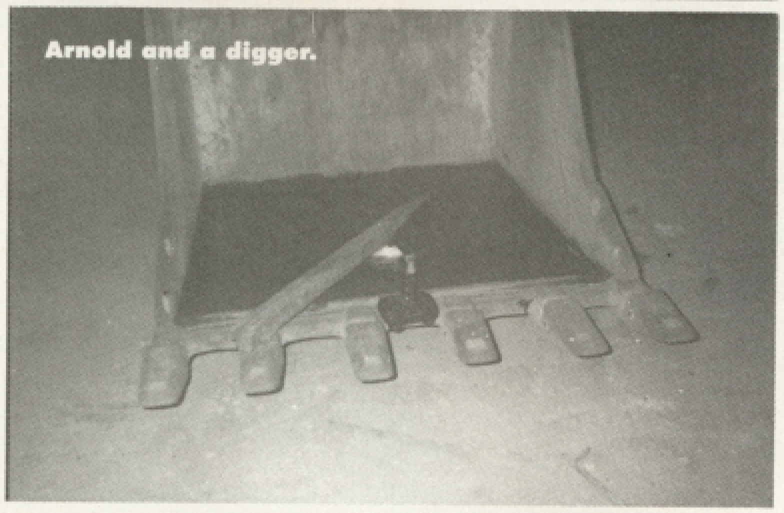
We asked you to take a photograph of one of four things:

1. **A joystick at high altitude in an aeroplane.**
2. **A joystick at high altitude up a mountain.**
3. **A joystick in a particularly unusual place.**
4. **A joystick in a particularly messy room.**

This month you've been even more useless than ever, proving that ZERO readers are as crap as ZERO itself. Nothing. Not a sausage. Well, unless you count **Kevin Buchanan** of Lancs, who says this: "Taking note that it is getting near impossible to break either the aircraft-aided or the land-based records, I have attempted to set up a record for the highest joystick in the world without support. I threw my joystick, nicknamed Arnold, 40 feet into the air. It's not much, I know, but it's a start. Also, for the joystick in the most unusual place, here is Arnold again – this time in the 'bucket' of a digger."



Arnold free-falling from 40 feet.



Arnold and a digger.

Totally useless. Surely you can do better than that? Okay, okay, so it is getting tricky to beat the aircraft-aided altitude record – what with Concorde having gotten in on the act, but come on, we're not asking much for the other categories. What about Mount Everest or K2? What about some really messy rooms? What about all those other "unusual places". Go and get your cameras RIGHT NOW!

SMACK IN THE MARTH!

Here we open a new section, Smack In The Marth ('marth' being the old East London way of saying 'mouth' in case you're from Holland or somewhere). Basically, if you've 'been in the wars' then we want a photo of the damage and a letter describing how it was attained. Trumpets ahoy for our first 'contestant', **Perry Gibson** from West Wimbledon.



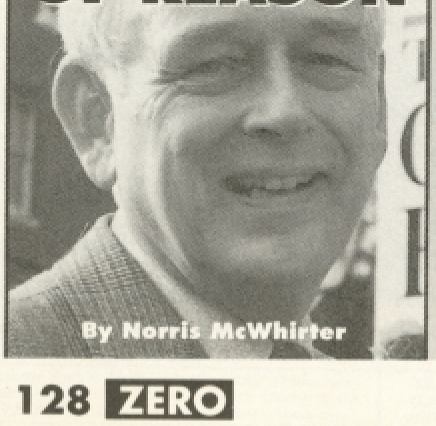


And here's an action replay. Eeeaurgh!

"This is a photograph of me recovering from an argument with three blokes at a night-club!" writes Perry.

Blimey, hope you gave as good as you got! For his trouble, Perry walks away with a spanky copy of Mindscape's *4-D Boxing*, so Perry gets the last laugh (sort of). But what about the rest of you? Anybody been duffed up a bit? Well, get photos done, pronto. Software prizes galore are waiting to be shipped your way.

THE VOICE OF REASON



By Norris McWhirter

ON CONSERVATION...

Greenpeace and other organisations of that ilk are little more than breeding grounds for dirty, bolshevik troublemakers. Disgraceful. Prison's too good for them, so I advocate a taste of the cat followed by a visit to the gallows! They'll understand that, alright!

ON YOUTH...

I strongly recommend that absolutely every last one of the country's youth be rounded up, tortured by the police and then hung by the neck until dead. It's the only language these people understand!

ON SMALL FURRY ANIMALS...

They shouldn't be allowed to live, that's what I say. String them up and leave them to rot. That'll get the message across.

ON BLU-TACK...

It simply isn't on! Hanging isn't punishment enough, nor is the electric chair. In this case I advocate the ancient Chinese water torture followed by decapitation.

ON JIMMY TARBUCK...

An extremely talented family entertainer. He should be knighted.


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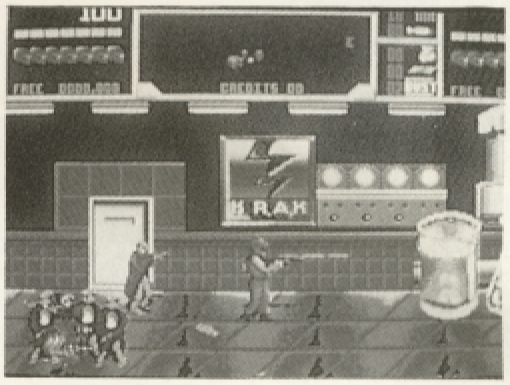
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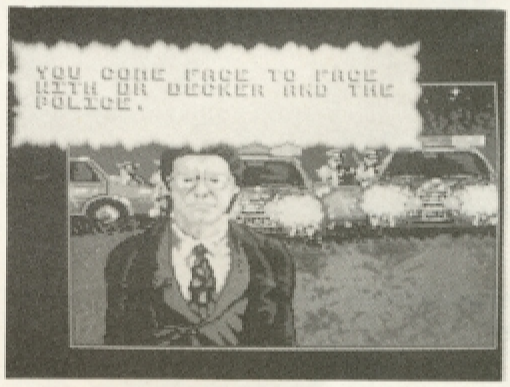
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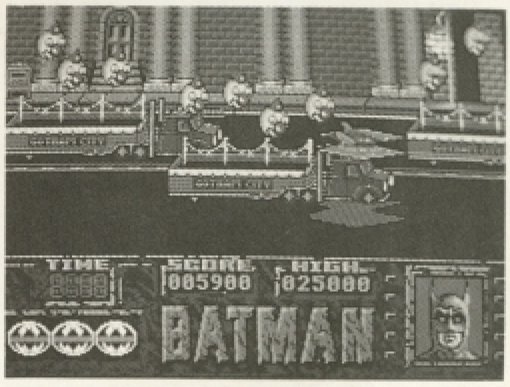
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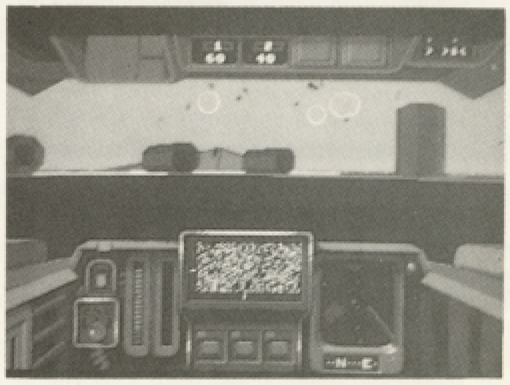
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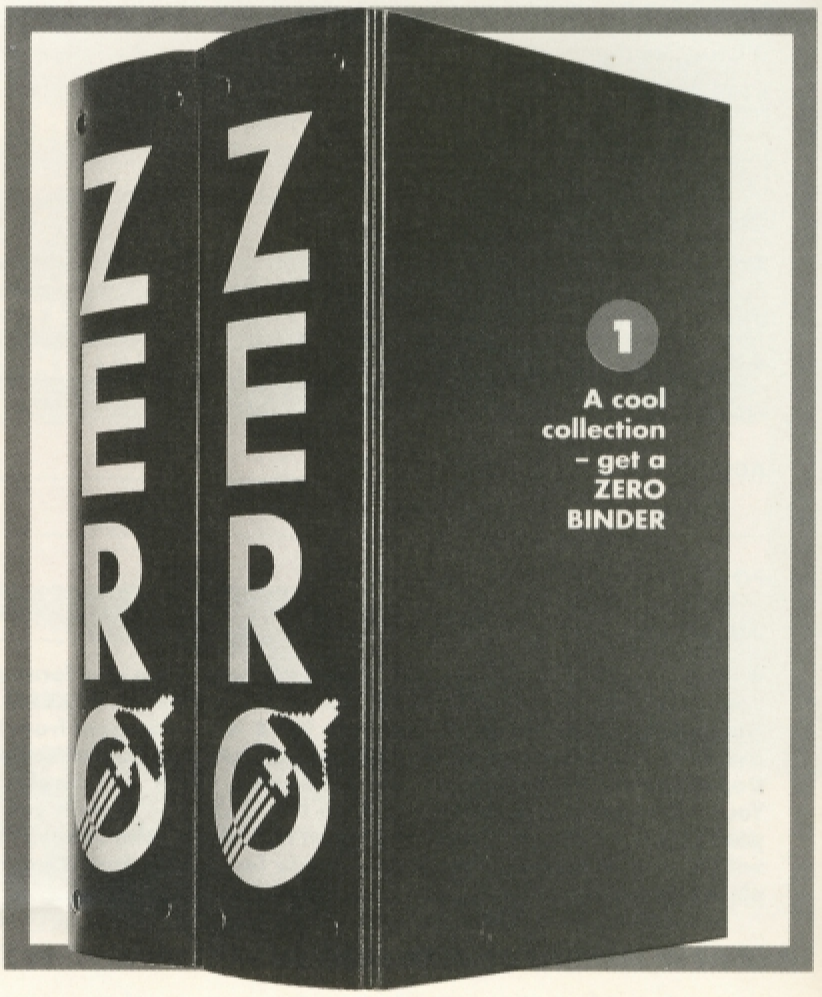
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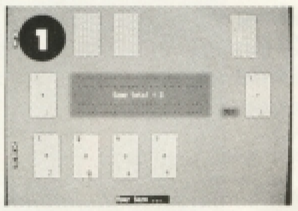
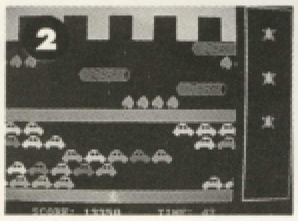
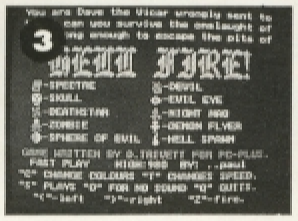
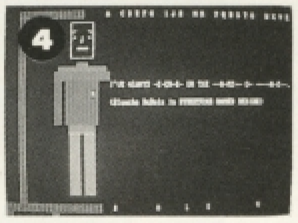
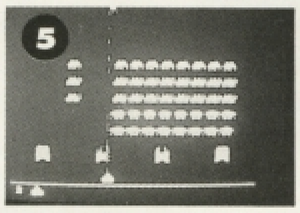
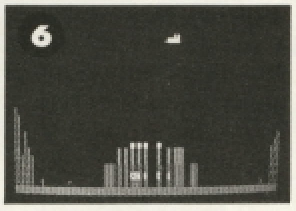


1
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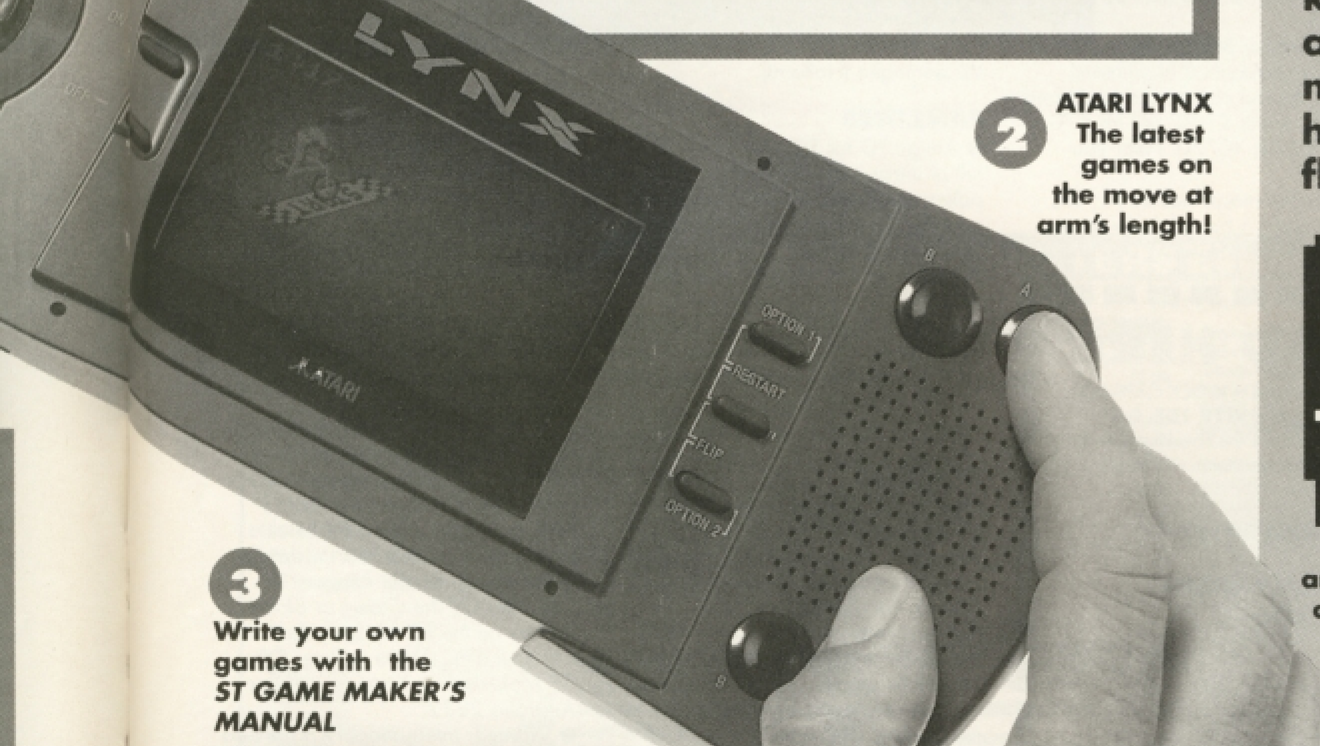
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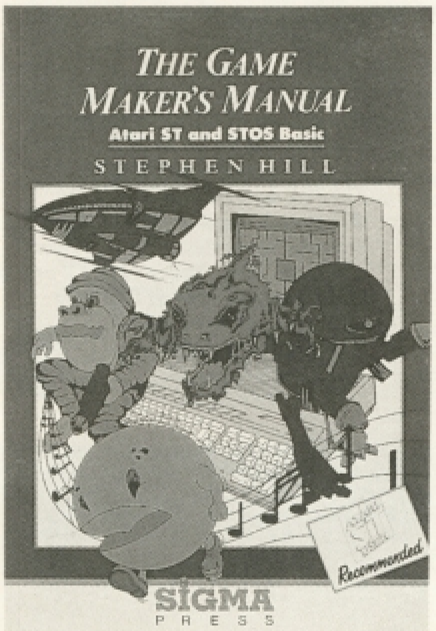







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2 ATARI LYNX The latest games on the move at arm's length!

3 Write your own games with the ***ST GAME MAKER'S MANUAL***



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ZERO is on the lookout for 'talent' to contribute material on a freelance basis to the magazine's highly successful and bulging reviews and previews sections. Preferably over 16, based in or near London and free during working hours, you're the proud owner of an ST, Amiga and/or PC. You're completely familiar with ZERO and your knowledge of computer entertainment is only exceeded by your appeal to members of the opposite sex.*

Experience of writing is not as important as enthusiasm and a feeling for the inimitable ZERO style.

If you're interested, then send us a short review (preferably typewritten) of a recent game to: **"It's A Blimmin' Cinch This Reviewing Lark", ZERO Magazine, 14 Rathbone Place, London W1P 1DE.**

Highlights of the best review will be printed in *Yikes!* if we feel like it. We're sorry but we can't return any manuscripts so make sure you keep a copy if you want one.

*If you're lucky.

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Sell it with a smile with one of our luxury three-piece readers free ads. They come complete with their own fire-retardant coupon for you to fill in and send to the given address. Please remember to mark the envelope clearly with the section heading you want the ad to be placed under, otherwise we'll just chuck it in the bin. No software sales are permitted and be warned – FAST scans this page with beady eyes.

HARDWARE

- Amiga 500, extra drive, MPS1230 printer, desk, two joysticks, Naksha mouse, over £1200 worth of games. System worth well over £2000, the lot for £700. Phone Tony after 8.30pm, (0689) 45468.
- Amiga with 70 games including *Kick Off 2, Unreal, Midnight Resistance* etc., two joysticks, mouse and mat, modulator, excellent condition, various utilities, word processor, database, spreadsheet, everything boxed, only £360, tel: (0253) 43561.
- Atari 520 STFM, 1 Meg drive, mouse, leads, manuals, joystick, also over £600 worth of software, includes *Elite, Populous, Ghouls And Ghosts*, all for £300, phone Blyth (0670) 368383 after 5pm.
- Atari 520 STFM, half Meg, internal drive, sound sampler, word processor, MIDI sequencers, Drumbeat software and more, good condition, phone Craig on (05715) 302 after 17.30, will deliver.
- Atari ST 520 FM plus colour monitor and some games for only £450 ono, please contact Andy on (0403) 217698.
- Bargain, Atari STFM for sale, includes leads, mouse and games (*Altered Beast, Rocket Ranger* etc.) boxed as new £225. Phone Clive on (0703) 224605.
- For sale, Sega Master System, two joypads, five games, light phaser £70 ono, phone (0908) 679792.
- Lynx for sale, barely used, great condition, quick sale wanted. Only £150 ono, call Sajan (0933) 410359 after 5pm.
- Nintendo Entertainment System, excellent condition and Japanese convertor + zapper + 14 games including *Zelda 2, Super Mario 2* – £250 – for more details phone (0786) 832681 anytime. Ask for Gareth.
- PC Engine software, 12 top titles for sale, including *Gunhed, PC Kid, City Hunter* etc. etc. games £20 each, also Atari Lynx, with four games, £150, phone (0773) 530653.
- Sega Master System, three Games, *Hang On, Basketball Nightmare, Quartet*, boxed plus two joypads and all leads, worth £140, sell for £70, phone (0635) 40770. Hear you soon!
- *ST Format* mags, nos 8, 11, 12, 13, 14 and 15 for sale with cover disks, £9 the lot. Also *ST User* mags for sale with disks, phone (0539) 726713. *(Don't all rush at once. Ed.)*
- Japanese Mega Drive (PAL), good condition, still boxed. Sell for £150, includes *Ghouls And Ghosts* and four other titles. Tel: (0483) 579602 after 7pm, ask for Nick.

PENPALS

- Amiga owning, Wolves supporting, Steve Bull fan requires a whopping wad of Amiga contacts, so send your lists and disks to Benny at Ivy House Farm, Smithy Lane, Hixon, Staffs ST18 0PP.
- Snairata Wollef Oy, translated means Yo fellow Atarians. Swop everything and anything. Jamie Rogers, 4 Town Field Gardens, Altrincham, Cheshire, WA14 4DT. Tel: (061) 928 5056.
- ST demo freak seeks like-minded ST owners from around the world. Send list, disks, etc. to Paul, 12 Pyhill, Bretton, Peterborough PE3 8QJ.
- Amiga coders, graphic artists and musicians wanted to help create decent Amiga/PD demos. Please send a disk of what you can do. Remember, strictly no lamers! Anjum Khan, 26 Chiltern Road, Newbury Park, Ilford, Essex IG2 7JR.
- Wanted ST contacts to swop PD etc. write to J Hudson, 5 Cowlard Close, Launceston, Cornwall PL15 7EQ or tel: (0566) 775370.
- PC contacts wanted to swop games/demos, write to W Wien, Haverlanden 103, 6078 GG Wageningen (Holland).

FANZINES

- Amiga PD for £2, you get a disk full of intros and a newsletter, with pokes and tips of great games, contact P Thompson, 46 Highland Road, Maidstone, Kent.
- New! *Here Be Dragons* adventure mag, only £1.50, cheques made payable to M. Butterworth. Write to Applewell Cottage, Wrights Loke, Trunch, Norfolk. Tel: Mundesley (0263) 721374. Send A4 SAE please!

WANTED

- In search of a sprite generator for VGA on a PC-XT IBM computer. Shareware or a commercial product, I need it badly! Thanks. Van Ryssel Clause, Pervijzepad 4, 8370 Blankenberge, Belgium.
- Second hand Mega Drive and Gameboy games wanted. Will also consider swops, temporary or permanent. Please write to Alex, 2 Argyle Road, Barnet, Herts EN5 or ring (081) 441 4026.
- Mega Drive games wanted for cash, especially *Shinobi, DJ Kid, Ghouls And Ghosts*, highest prices paid, please send SAE to Mark Evison, 21 Lake Avenue, Loscoe, Derby DE7 7LJ. Japanese please.
- Wanted, Amiga musicians and coders to join demo creators... Cryptic. Send examples to... Ray, 357 Witton Road, Aston, Birmingham B6 6NS or call (021) 327 5931 after 6.30 pm.
- *Bubble Bobble* for Amiga 500, I'm desperate for it! (Oooh-err!) May swop or pay good price! Phone Steve on (0272) 642482 after 4.30pm weekdays!
- Wanted Issue 2 of ZERO and Issue 2 of *ST/Amiga Format* (must have working cover disk) in good condition, contact Jason King, 10 St Thomas' Way, Great Whelnetham, Bury St Edmunds, Suffolk IP30 0TP.

BIRTHS, MARRIAGES, DEATHS AND DIVORCES

- The family and friends of Damian Waters would like to congratulate him on his engagement to Miss Amanda Scott.
- Congratulations! To J. Wan and A. Chung who will soon be getting married on December 20th, best wishes from Malpas and Melon.

MESSAGES AND EVENTS

- Good luck to everyone in 3A1 with their exams in February from Simon.
- *The Party*, new PBM game needs playtesters to play at cost. Free rulebook and start up. Write for flyer to Strobe Games, 10 Shipley Road, Tynemouth, Tyne And Wear NE30 2SB.
- Dear Tim Cole, watch out K.A.D.V.S.U. and Chad are waiting to chew yer innards out, so watch it fish cake features. Ludwig Ledbury.

LONELY HEARTS

- 18 year old Amiga owner seeks 17 plus female to swop tips and passionate love letters. Please write to the Lonely Lover Colin, 6 Marks Ave, Chipping Ongar, Essex CM5 9AY.
- Hi girls, do you want to start the first female Amiga user group? If so, contact Gerry Brady 4th CWC, Naas, Kildare, Eire. Swops also! *(How come you're eligible matey? Ed.)*

SOFTWARE

- I want to swop *Italy 1990* and *Robocop* for *F19 Stealth Fighter* or *F29* for either of them on the Amiga. Phone (0695) 574736 and ask for Andrew after 20.00.
- American Football Statistics and Predictor program, league tables, team stats etc., predictions based on current form. Follow your team's progress or try to beat the bookie. Phone (071) 266 2250 for details.
- Will swop *Rocket Ranger, Defender Of The Crown* or *Blood Money* on the PC for Speedball, Kick Off on the PC. Write to Peter Oliver, 55 Mokera Ave, Kirrawee, Sydney, Australia 2232.
- Wanted: *International Karate* and will swop any of: *Midwinter, Ivanhoe, Jumping Jackson, Hard Drivin'* or many more titles or will buy. Andrew Harvey, Frant (089275) 620.
- Swop my *Shadow Warriors* for your *First Word* on Atari ST. What a deal. Originals only. Tel: (0229) 772762 and ask for Daniel.
- I want to swop *Millennium 2.2, Running Man, Hard Drivin', Leisure Suit Larry 2*, for *Space Quest 2* and *3* and *Operation Stealth*. Top mint condition. Write to Jaimie, 33 West Road, Caister-on-Sea, Great Yarmouth, Norfolk NR30 5AX.

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ISSUE FIFTEEN ZERO

All Polar Bears are left-handed.

JANUARY 1991

ZER

GAMES ST AMIGA PC CONS

EXPOSED IN THIS ISSUE

KNIGHTS OF THE SKY ★ LI
★ SUPER MONACO G.P. ★
HUNTER ★ LEMMINGS ★ O



THE GAME – NAKE





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